
MAY 1991 No.111
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SU
SINCLAIR USER
For ALL Spectrum owners!
GAUNTLET 3D EXCLUSIVE
10 PACK
THE BIGGEST SOFTWARE GIVEAWAY EVER!
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SEE YOUR NEWSAGENT IMMEDIATELY
WIN! A HUGE AMOUNT OF SOFTWARE!
EXCLUSIVE REVIEWS
PANIC DIZZY
SLIGHTLY MAGIC
BATTLE COMMAND
05
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10 FREE GAMES
SIDE 1: TLL, POP STARS, ALIEN HIGHWAY,ANDROID AND TIPS AMAZING!!!
SIDE 2: HATE, CYCLONE, MUSIC DEMO, TEMPLE OF TERROR AND POKES.

GOING OV





NARC The arcade action thriller with the BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far.

You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BIG!



The Arcade thriller takes you from the bright lights of Paris to the rugged terrain of the Sahara. Your mission is to track down, chase and apprehend the dangerous criminals. It's FASTER - explosive power sends you bulleting through various terrains - hold the line or plough the fields! It's TOUGHER - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... it's the meanest pursuit game to hit the micro screen.

The extra features will leave you gasping for extended play weather changes, bodyguard squads, grenade lobbing bikers, gun-choppers... just play it!... we dare you to stop!

FOR THE BEST IN S

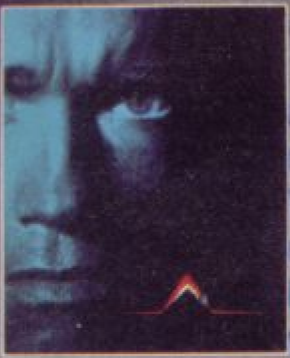




AVAILABLE FOR YOUR : SPECTRUM . AMSTRAD
COMMODORE . AMIGA . ATARI ST

ER THE TOP





TOTAL RECALL

As Doug Quaid you have been haunted by recurring dreams of another life on Mars. You are drawn to Rekall Incorporated, a unique travel service specializing in implanting fantasies into the minds of those who desire to turn their dreams into reality. THE EGO TRIP OF A LIFETIME

Experience the horror as your dreams turn into hideous nightmares. Suddenly your every move is monitored by would-be assasins. You discover the surreal truth -

You're not you - you're me.

You must travel to Mars to discover your true identity - your mission is now a journey of non-stop action, strange mutants, futuristic vehicles and a startling array of weaponry all captured in superbly executed graphics and a game play that compliments the success of the year's top movie.



ROBOCOP 2

EVEN IN THE FUTURE OF LAW ENFORCEMENT, THERE'S ALWAYS ROOM FOR IMPROVEMENT.

The future is a rough place Detroit is a bankrupt city...torn apart by the decadent forces of the Old Man and his corrupt corporation. If you want to die - then walk the streets, if you want to live - then pray for the return of Robocop!

Robocop 2 has justice in mind... a kind of justice only he can deliver! Take on Detroit's evil mastermind and his mega-corporation in some of the most action-packed scenes ever devised for maximum entertainment value. Detroit is falling apart - it's time to put it all back together!

HE'S BACK... TO PROTECT THE INNOCENT

SOFTWARE ACTION

ean





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SOFTWARE

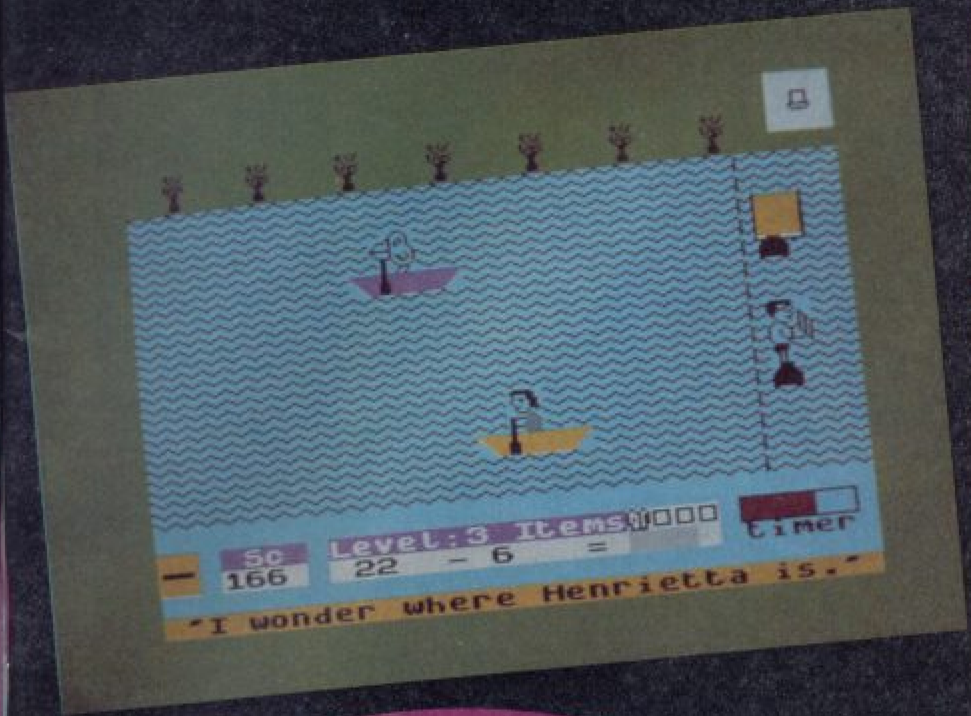




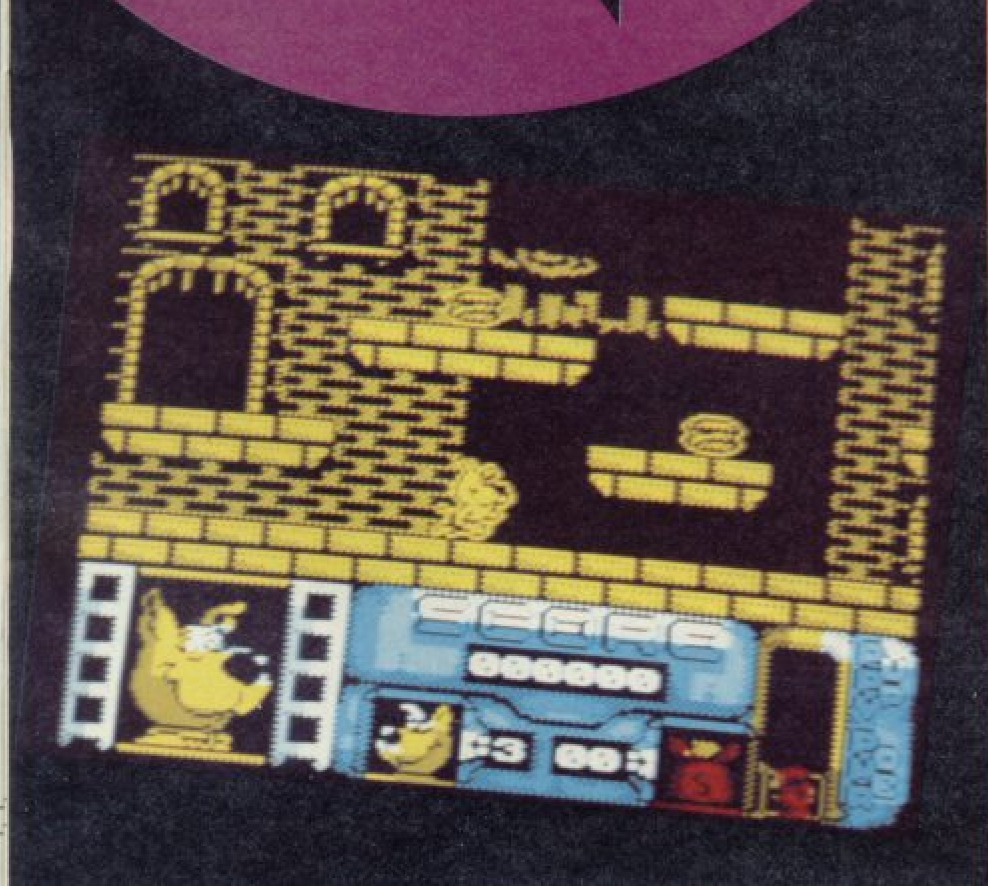




DISTRIBUTION
BBC FRONTLINE
SU SUBSCRIPTIONS
PO Box 500, Leicester, LE99 0AA. Tel 0858 410510
Typesetting by Garthtype:(no wonder its so crap!) Colour work by Proprint. B&W filming by PRS.



Hiya hackers everywhere. I just thought that this would be a good time to explain what's going on with SU at the moment. You see, with the Spectrum software industry releasing very little new software at the time of writing we thought we'd reduce the size of SU by a few pages and give you all the benefit in the form of super-packed tapes!
Here at Su Towers, the SU Crew think that full games, pokes, tips and utilities are better value than three or four demos and a couple of games, but just let us know if we're wrong. After all, at the end of the day, we have to answer to you, the readers. So if you have any views on the subjuct then write to me at: Garth's Corner, SU, 30-32 Farringdon Lane, London EC1R 3AU. I'd like to know what you think. Cheers!



SU CREW

Andrea Walker



Returning fresh faced after a week skiing in France Andrea found her desk in better condition than she left 'La Planya.' thanks to the Crew who got together and trod precariously through the piles of rubbish inhabiting her domain. Our thanks was short and sweat, "If I don't find that A4 picture of Mel Gibbson you're all dead!"
Fave Game: Paperboy.

Toni Naqvi



Toni "New Kid On The Block" Naqvi fits in well on the S.U. Crew bench. Our Tony is a closet Frasher and that's alright by us. It took Garth back to his hippy days when he was appearing in a Helman's Mayonnaise advert set in Medieval England and trying to get lead breaks out of a 12th century lute. Tony's now finished his stint on the SU Crew but we think we may be seeing more of him in the future (as long as he turns down the volume of Iron Maiden when the MD's about!)
Fave Games: Extreme and 3D Gauntlet.

Chris Jenkins



Totally busy this month, Chris is now known as Mr. Flash around the office. The only man, and I use that term very loosely, on the planet who can do a week's work before he wakes up and a month's work before he goes to sleep! This amazing lifestyle has enabled Chris to amass a huge personal fortune with which he plans to take over S.U. and buy a lot shares in Bassett's Jelly Babies.
Fave Games: Slightly Magic.

Garth Sumpter



What a month it's been for our intrepid Ed. Working like a dog for issue 111 he so shagged out now that he's beginning to bark. Although it could be something to do with the fact that last week (so he says) he was accidentally, so the story goes when he tells it, locked in the next door pub all night. Being a member of Alcoholics Ubiquitous, he thought it his duty to relieve the pub of all liquid beverages. Needless to say, when the pub was unlocked in the morning Garth did not so much as walk, as spill out onto the pavement!
Fave Game: Forgotten Worlds (Forgotten his Name too)

Steve Keen



Little is known of Steve - the man behind the hairstyle is only known for his extensive repertoire of horrific puns and gaudy habit of wearing petuli oil. Always the rocker, Steve arrives each day at SU Towers at 9.28am - dropped off at the door by a gang of greasy, knuckle-dragging bikers on chrome-wheeled fuel injected, silver dream machines. It's okay for some eh?
Fave Game: Extreme.

TEN

ANDROID 1

The Reactor Run.

Destroy the Reactor and return to base for a new, more hazardous 'Reactor Run'.
Loading: Type LOAD " ", press ENTER.
Features:

- 5 Force Shields.
- 5 Lives.
- 5 Levels.
- 4 types of mutant defenders.
- Progressive difficulty.
- Brick walls and obstacles.
- Time limit.

T.L.L.

Loading: Type LOAD " ", press ENTER.
Features:

- Keyboard or joystick control.
- 360 degree control of Tornado.
- 3D Representation and full colour graphics.
- Multi-wraparound landscape.
- Warning Radar and map.
- Enemy targets.
- Land, refuel, take off at will.

Keyboard controls:

1 UP
G BANK LEFT
9 DOWN
H BANK RIGHT
X TAKEOFF/WING MODE
M LANDSCAPE MAP

H.A.T.E.

In the year AD2320, you are needed to repel the hostile alien forces, but first you have to qualify. You take the controls of a Star fighter and Ground Assualt Vehicle (G.A.V.). To test you, the simulated alien defences line the way and must be overcome. These include; Ground skimming projectiles, intelligent missiles, enemy star fighters, mine barriers and many more.

Features:

- 4 Lives.
- Plasma cells for extra lives.
- 30 levels divided into 3 stages.
- Smart bombs.

Star fighter Controls

9 CLIMB
A DIVE
K BANK LEFT
L BANK RIGHT
SPACE BAR or Z and M FIRE LASERS

G.A.V. (Ground Attack Vehicle)

9 ADVANCE
A RETREAT
K LEFT
L RIGHT
SPACE BAR Z or M FIRE LASERS





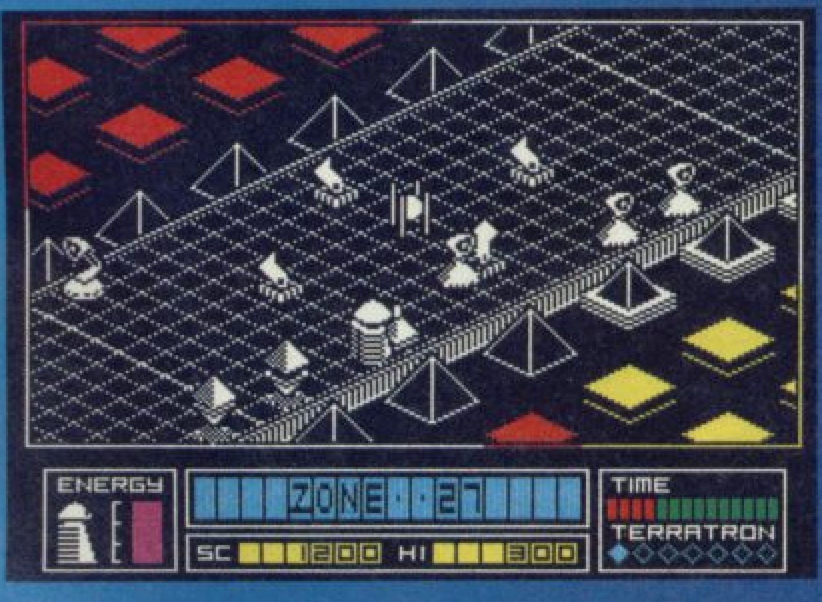


PACK









POKES

Captain Poke takes his monthy hack into the world of software and comes up with load in pokes for, CJ's Elephant Antics, Magicland Dizzy and many others. Just load-in the program, choose the game you want to poke, and then load your copy of the game into the Speccy. S'Easy.

9 and SPACE BAR LAUNCH BOMBS
P PAUSE
ENTER RESTART GAME
G&U ABORT GAME

CYCLONE

The area has been evacuated. Your mission, to fly your helicopter into the danger zone to recover medical supplies. Seek and collect 5 crates. With all five crates return to Base Island for a new mission.
Loading: Type LOAD " ", Press ENTER
Keyboard Controls

1	UP
9	DOWN
O	LEFT
P	RIGHT
X	FORWARD
M	MAP
N	VIEW CHANGE
A&G	ABORT GAME
	or use Joystick

ALIEN HIGHWAY

Encounter 2

Your mission is to strike at the industrial heart of the alien empire, before they remass with even greater force. You must manoeuvre the Terratron to the end of the alien highway. There, the terratron will reveal its awesome powers.
Loading: Type LOAD " ", press ENTER
Controls:

9	ACCELERATE
A	DECELERATE
K	LEFT
L	RIGHT
P	PAUSE
SPACE, Z or M	FIRE
G&U	GIVE UP

POP STARS

In this SU Exclusive game, you must re-arrange the tiles in order to make up the face of a well-known pop star. Sounds easy eh? Well just wait until you try to re-arrange faces belonging to the likes of Kylie Minogue, Madonna and more of their pals. From the main menu you can define which keys you want to use.

MUSIC DEMO 128K only

You MUST load this into a 128K machine but using the 48K mode. Once loaded, you must hit the enter key - any other key will cause instant disasster. Now, if yuou pressw any key from A to Z on the kleyboard, you'll hear all 26 different tunes. If you press the enter key during a tune, it will work like a music search on a CD and skip forward. Let go of the key when you want to resume listening.



Skull & Crossbones™
SKULL & CROSSBONES
A vast there ye lily-livered swabs! It's time to prove your manhood in a bloodthirsty battle to the death with the Evil Sorcerer and his henchmen.
Hoist the Jolly Roger and set sail through strange and exotic lands with your old shipmates Red Dog and One Eye. Shipmates they may be, but trust them not ... tempers soon flare in head to head clashes over the spoils of your piracy.
Skull & Crossbones is the most blood-curdling arcade game on the market – not for the faint-hearted! Blood flows, razor-sharp cutlasses hack through the flesh of hideous opponents, arms and legs are ... AAARGH ... it's just disgusting!
There's treasure, jewels, gold and lusty wenches to be captured and ghastly creatures to be stabbed.
It's a rough and dirty job – and we all want to do it!
MORE SAVAGE THAN BARBARIAN ... MORE BLOODY THAN PRINCE OF PERSIA... MORE LAUGHS THAN ... NEW PRINT SHOP!
Get it now – but don't, please don't show your grandmother.
TENGEN
The Name in Coin-Op Conversions
© 1991 TENGEN Inc. All rights reserved. ™Atari Games Corp. Artwork &Packaging © 1991 Domark Software Ltd. Published by Domark Software Ltd, Ferry House, 51-57 Lacy Road, London SW15 1PR Tel: 081-780 2224. Programmed by: Walking Circles Available on: Amiga, Atari ST, IBM PC 3.5" & 5.25", Commodore 64, Spectrum, Amstrad. Amiga Screenshots.
DOMARK

TELL IT TO GARTH!

DECISIONS DECISIONS

Dear Garth. This Christmas I was brought a Spectrum by my family. The computer was second-hand and had never been used, and had no games. I looked around then I brought an S.U. When I got home I played the eight free games. It was the March edition so it had the VIZ demo and GUNSMOKE and all. Johnny Fartpants from VIZ is cool!! Oh and is there any pokes to GUNSMOKE?? I can get to the giant Centipede on Temple of Terror. oh and Garth, now that I have 8 cool games thanks to your mag. you couldn't possibly send a couple of games to add on to that amount could you?? Please, Please print this!!

Darren Attridge,Cirenchester,Glocs,GL7 2RH

• ***No I can't send you any more games. You greedy sod!***

SAIL ON OCEAN!

Dear Garth, I'm writing to you because of all the half-witted burks who say Ocean's standards are slipping. And worse still you print their letters. Ocean's games are absolutely rad, I can't say that they don't make one of two cock-ups (CHASE HQ2) but they're generally great. There is another point I want to make, in iss 109 you told Glen Baker about a move to improve Speccy graphics and sound, well I wish they'd hurry up and move.

P.S. Send me ELIMINATOR or else I'll play Kylie Minogue records until you shrivel up and die.

Graham Noone, Redditch B98 OPJ.

• ***Oh yes please! Can I have some Madonna as well so that I can Get into the Groove Like a Virgin and Justify my Love whilst I have some Hanky Panky on Holiday.***

GRAND GREAT EIGHT

Dear S.U., I'm writing to say how megaly hellish your covertape is. Eight fab games complete with sound, graphics, and playability. You can even play the brill demos, just like the real thing. It send shivers down your back. The graphics are total brilliant and the sound is exquisite. Tell Chris he's a total TWONK. Here's the ratings for your covertape;

GRAPHICS	100%
SOUND	100%
LASTABILITY	100%
PLAYABILITY	100%
OVERALL	500%

P.S. Pardon my Arabic

P.P.S. In the March issue you made a cock-up on page 9 under the title of "TEMPLE OF TERROR" you spelt "game" as "gaem".

P.P.P.S. For hints and cheats send SAE to the address below.

I.CHAPMAN, 45, LILBOURNE CRESENT, NEWTON AYCLIFFE, CO DURHAM, DL5 4LY.



DRAB DEMO

Dear S.U., I like your demos very much but lately your standards have dropped. We don't want GAZZA and VIZ we want TOTAL RECALL and NARC, DICK TRACY, CHASE HQ2 and NIGHTSHIFT. These are my ratings for GAZZA and VIZ;

VIZ

GRAPHICS	50%
SOUND	0%
PLAYABILITY	20%
LASTABILITY	35%
OVERALL	28%

GAZZA 2

GRAPHICS	20%
SOUND	0%
PLAYABILITY	10%
LASTABILITY	25%
OVERALL	17%

P.S. I think your letters are fab

P.P.S. I had a copy of COMMANDO but it broke so please could you send me a copy (if you don't I'll tell people not to buy S.U.)

• ***If you want software then you'll have to send a letter to Suck Up for Software - And don't forget, the more outragous your sucking up, the better the chance you have of getting something.***

ROBOCRAP

Dear Garth, I'm writing to tell you how disappointed I am. The other day I bought ROBOCOP 2 after reading your review. When I got home and loaded it up it looked brilliant. The screenshots were stunning, but once I started playing things went downhill. The graphics are amazing, if a little slow, the sound is quite good, but the actual game is rubbish. It's very annoying when the bad guy you have to arrest comes on surrounded by other bad guys who shot at you, you always end up shooting all of them and losing time and energy. I'm a die-hard fan of the metal copper, but Ocean has disgraced him with this time. ROBOCOP 1 was miles better than it's successor,its a bit too easy. Here are ratings comparing the two games.

ROBOCOP 1		ROBOCOP 2	
GRAPHICS	87%	GRAPHICS	91%
SOUND	85%	SOUND	70%
PLAYABILITY	82%	PLAYABILITY	60%
LASTABILITY	75%	LASTABILITY	32%
OVERALL	89%	OVERALL	58%

Despite this hiccup, Ocean still produce some of the best games.

P.S. TOP CAT is brill, should've got more than 71%. One little niggle, where's the damn bone?

Stuart Rowe, Woodfield Road, London W9 2BE

• ***It's near the damn dog! Ruff said?!***

JOYSTICK BLUES

Dear S.U., Please, please, please can you help me? I'm a Speccy 128k owner with a Cheetah 125+ joystick. Does the joystick only work on 48k games or should it work on both? Please help me 'cos I'm going bonkers!

P.S. Your mag is brill.

P.P.S. Please send me a badge 'cos I want one!

Your problem is a software dilema. Unless control is specified

MAFIA JOB

Dear Garth, Isn't Ocean a brilliant company? Say no and you need your head seeing to. Out of 100% I would give them 101%. I have got nearly every S.U. mag and have I a complaint. Why do we have to wait a month to get the next issue? Ocean games are of top quality. If you made a computer store selling only Ocean games the shop would be crammed full. You might as well hire the Mafia to blow up all the other companies as know one would notice they'd gone. If you send me some Ocean software I will make my psycho friend grant you three wishes. Goodbye Ocean dearest.

P.S. bop to the top Ocean.

PAUL HENDLY, ROTHERHAM, STH YORKSHIRE S63 ORS.

TELL IT TO GARTH!

THE BUG BYTE RAP

Dear S.U.. Just thought I'd better write and tell you that something really unusual has happened to me, my freebie tape has got Gremlins! (No, not the game, 'Orrible creepy crawly things). It's something thats never happened to me before, so I thought the event ought to be celebrated. After all, it's given me a good excuse to write to you, so get ready to read "THE BUG BYTE RAP".

Hey there Garth I've got to moan, brought the March S.U. and took it home,
Thought I'd give my Speccy a treat,
The game and demo looked real neat.
Got ready to play and watched it load, but that was that, just loading code.
Can't play with VIZ or DYNAMITE DAN,
TEMPLE OF TERROR or that 'gun-toting man',
SURVIVOR and GOLDMINE both went o.k.,
But the Pokes are dead.....I'm sorry to say.
Please, please help and gimme some news,
'Cause right now friend I've got the GREAT 8 BLUES.
I cried for hours and went boo hoo,
I tried and tried, but I don't blame you.
It's not your fault, so don't be sad,
I still think S.U. is wicked and RAD.
You can have this tape . It's no good to me,
But perhaps I can have another for free?
And if there're any other games you're giving away,
Will you send some to me and make my day!?

P.S. Kissy, Kissy, Lick, Lick (Ugh! I hate the taste of shoe polish, but I suppose it could be worse!).
P.P.S. Cheat for TOP CAT, hold down keys H E L P on title page and you can walk through hazards, but skateboarders still steal things.
P.P.P.S. S.U. the mag for smart users. Creep Creep.

Lanie Asibett, Nr. Wakefield, West Yorkshire

CASH ATTACK

Dear Garth (yes you stupid idiot), Why is TURTLES number 1 in the Sinclair User iss 109. TOTAL RECALL isn't in the top ten. Now that's what I call feeble. And crap. Yes, I know the TURTLES are loved by three year olds, but NOT by twelve year olds like me. Naaaaaa! Here are my ratings for the TURTLES;

GRAPHICS	80%
SOUND	20%
PLAYABILITY	59%
LASTABILITY	69%
OVERALL	72%

Are you impressed? Shouldn't think so! Here are my ratings for TOTAL RECALL;

GRAPHICS	89%
SOUND	82%
PLAYABILITY	95%
LASTABILITY	90%
OVERALL	98%

Good eh. TOTAL RECALL should be number one

Mark Summ, Co Durham DH9 9JW

• ***Okay, Summ the Scum; the reason that Total Recall isn't in the charts for the March issue (iss 109) is because it wasn't released when we reviewed it in February. Now that's what I call stupid - stupid! Any other dingbats out there want to argue with me?***

P.S. CHEESED OFF

Dear S.U. (or Garth), I am a bit cheesed off with 3 things that writers write.
1) People moaning about your reviews, it's obvious that everyone doesn't have the same view.
2) The next thing is people saying they would give a game "99.9999%" which is totally mental.
3) The last thing is people putting about 10 P.S.'s down because really you only need 1 or 2.
P.S. Could you please send me CABAL for my +3 because I can't get it anywhere on disc.

Ronnie Watson, Wansford, Peterborough

• ***Ha! I can't get it anywhere either.***

ROBOWHAT!!

Dear S.U., Who's this pranny David Witham think he's running down. Only the most spanking game that anyone has ever produced on the face of the earth! ROBOCOP 2 that's what! In his letter in the March'90 iss, he said that ROBO 2 was...... DISGRACEFUL!!? Let me just remind you of his ratings:

GRAPHICS	91%	
SOUND	87%	
PLAYABILITY	42%	**What!!!**
LASTABILITY	77%	
OVERALL	39%	

39%!! Not any of the other categories got that low, and the average is around 60% (Go back to the bottom group maths!!). He then went on to give CHASE HQ2 78% when it deserves about 2%
By the way, Gary Pratt of Braunton, the lift switch is beyond the congestion of conveyors (if you already didn't know).
P.S. 91% for ROBOCOP 2 was just about right (you could have added an extra 9 or so).
P.P.S. Don't give David Witham a job.
P.P.P.S.Your mag is brill!!

Martin Peat, Chingford, London ***LETTER OF THE MONTH***

SUCK UP FOR SOFTWARE

Dear Garth (my favourite person), I'm writing to you because (please hold the tears) my mum won't let me buy ROBOCOP 2. She always says "don't waste your money!" And since I'm a boarder I don't get to see my family much. But last time I went home I went to load ROBOCOP and it didn't work. So please, please, please send me ROBOCOP 1 and 2 if it is possible Garth my hero. Oh how much I love Sinclair User. It is my favourite mag. I get it every month. P.S. I feel sorry for poor old Daniel Stevens in last months edition. You made the right decision Garth.

Mannamead Itse, Plymouth P14 6RN

Dear Brilliant Garth, Your magazine is so wonderful (grovel grovel) and I try never to miss an issue. Your six pack tapes are so juicy and now you have two more added to make a scrummy 8 pack. I don't read C**** or Y* because it would be like jumping off of the Empire State Building (very stoopid). I wallpaper my room with your mag so I can read wherever I am. I would love most of all to have my letter shown in S.U. and secondly receive ITALY 1990 free from the greatest mag in the universe Sinclair User.

P.S. Here is a poem I wrote about S.U. S.U. is the greatest, S.U. is the best, And S.U. runs circles Around all the rest.
P.P.S. Hope you like it.

Fergus Hennessy, Co Meath, Rep of Ireland

FAMILY DIES

Dear Garth, You probably won't believe the sad story I have to tell you (cue violins), yet it's a true one. I used to live with my mum, dad, brother and sister, but my dad left us, only to be killed in an aeroplane crash. Some time after the accident my mum was slowly recovering from the shock when an alien aircraft landed in



SEASICK

Dear (Oh best people in the world) Ocean, I recently went to my doctors suffering from Ocean withdrawals. The doctor said the only cure was certain to work and he gave me a prescription, it said; PANG 128K Cassette
ROBOCOP 1 and 2 128K Cassette
SCI 128K Cassette
PUZZNIC 128K Cassette
UNTOUCHABLES 128K Cassette
CABAL 128K Cassette
RAINBOW ISLAND 128K Cassette
NEWZEALAND STORY 128K Cassette
TOTAL RECALL 128K Cassette
PLOTTING 128K Cassette
OP WOLF 128K Cassette
OP THUNDERBOLT 128K Cassette
BATMAN 128K Cassette
NARC 128K Cassette
MIDNIGHT RESISTANCE 128K Cassette
SHADOW WARRIOR 128K Cassette
NAVY SEAL 128K Cassette
I handed this list in at the chemist and they said to try a computer shop. I went to a well known high street shoop only to find that it would cost me more than my pocket money. Please (Grovel) could you send me some. My condition is getting worse.
STUART BULLOCK, MOTTRAM, CHESHIRE SK14 6TA.

JENKINS' EVERYWHERE

Dear S.U., I was just flicking through my back issues when I noticed that in issue 108 11 of the 14 reviews were by Chris Jenkins, I mean don't you like him or something, so he has to revelw 99% or the games? Explanation please. Apart from that your mag beats the *?!# out of Y.S. and CRASH. I especially like the new GREAT 8 (wasn't GOLDMINE a bit crap?). Am I the first the person to not like CHASE HQ? I try really hard but I can't come to grips with it. Here are my ratings;

GRAPHICS	96%
SOUND	94% P
PLAYABLITY	45%
LASTABILITY	38%
OVERALL	45%

P.S. Gazza is a total prat (as if you need reminding)!!!
Kenny 'My brother's a pratt' Per[illegible], Brecon, Rowys LD3 8UW

- ***Goldmine was 'a bit crap but it's a part of Spectrum history and besides, my mother wrote it back in 'the frontier days'. And she had a wild front ear then did mother! (Actually this is all a load of tosh! It was Simon N. Goodwhine who did it!) If anyone thinks that they can do better then send it to me on tape and then we'll see who's crap!***

SWEET STUFF

Dear sir Garth. Your magazine is brill. The reviews are ex! And the cover game is out of this world. Keep it up! Oh yeah., I almost forgot, you'll be receiving some sweets and stuff in the post if you tell me what you like.

P.S. Give my thanks for such a great mag to the rest of the team.
P.P.S. What do you do with the letters you don't print? In the bin? I hope this one doesn't go there.
P.P.P.S. I will only send sweets if you print this. If it's not printed in the May issue then no sweets for you.

- ***The letters we don't use are eaten by Phil Fisch - as for the sweets - boy, are you in trouble. The SU Crew are known for their love of sweet sticky things. Steve Keen, our very own headbanger, goes for hard, noisey, boiled sweets whereas Andrea likes to get her teeth stuck into something soft and juicy, Mr Hateful Jenkins is never without a supply of jelly babies and I only eat the coolest sweets - American Hard Gums.***

SPECCY MUSIC

Dear Garth, please could you print the following in S.U. Magazine. For sale. A wicked music compilation. Design your own songs and music etc. use your Spectrum like a keyboard piano or load in some tunes. For the Spectrum +2 and +3. TAPES £3.00 DISC £4.50 or send your own tape or disc for only £2.00. Just send the correct amount of money to;

SOFT TUNES, 17, Baydon Rd, Lambourn, Newbury, Berks RG10 7NT or TEL:0488 71838 EVERY COPY TRIED AND TESTED!

Adam Jones, Newbury, Berks

the back garden next to the fish pond and my mum was taken never to be seen again. We had to go and live with our grandparents. Shortly after that my brother foolishly wandered up to Dartmoor where the army were training and was blown apart by a grenade. On the same day my cat ate my hamster and was then shortly run over by a steam roller. I would have sent you their remains to prove my story but the steam roller mysteriously exploded destroying all evidence of the cat, the hamster and my sister who unfortunately happened to be passing by at the time of the explosion. I myself managed to survive this time of death and destruction, but on only ten pence a month from my grandparents, I can't afford any games so please send me some.

P.S. It took me ages to save for the stamp.
Gary Martin, Okehampton, Devon EX20 1JY

- ***Waaaahhh! Blubber! Blaaart! It's so sad - a whole steamroller destroyed! Have a copy of Cricket Captain and Dick Tracy. And please send a piece of the steamroller or your cat as a souvenir.***

Dear S.U., My favourite mag is S.U. and even when I can't afford a one penny sweet I still manage to get enough cash together to get it. It's awesome and I never go without it. By now you must realise I'm another sucker upper. I'm asking you to get your hands on ROBOCOP 2 for me. The Hollywood Collection, as I'm sure you well know, contains ROBOCOP 1 and ever since I got it I had been waiting for ROBOCOP 2 and when it finally came out I couldn't afford it so please, please, pleezzzzeeee get it for me.
P.S. More Hacking Squad
P.P.S. Please print cheats for Hollywood Collection
P.P.P.S. Print this letter.
Joseph Unwin, Shirley, Southampton

Review

BATTLE C



No doubt everyone is totally familiar with Battle Command, well those of you who are intelligent enough to be regular readers are, as this fabo metal muncher was previewed and actually given away as a playable demo in the Nov. ish. And what a demo - but a good demo does not a good game make - or does it?

But just for the dead-heads out there who missed out here's the low down again. You are in the driving seat of the Mauler tank,k bashing its way through a 3D landscape blasting anything mean, green or un-seen. The name of this game is destruction and no battle field veteran has been better equipped. Amongst the tanks devastating arsenal are SAM missiles, IR missiles, Radar air to surface/surface to air missiles, mortar, wire guided missiles, chaff flares to deflect incoming rockets that have locked on to your beast and other war toys either to be found or that come as standard. This is a game that anyone could get into. There are a variety of different missions including Hideout, where you have to search out and destroy a secret weapons base and Satellite, requiring the retrieval of a spy orb that has landed in enemy territory. Tactical play through out is essential and often it's better to run away and fight another day than stand and be bravely mangled. The 3D on the tanks is quite spectacular and hiding behind trees and mountains is vital for survival. One final word of warning though don't get too good at Battle Command, you could find yourself drafted!

GAME
BATTLE COMMAND

LABEL:
OCEAN

AUTHOR
Realtime

MEMORY:
48K/128K

TAPE:
£

DISK:
£14.99





ISU SILVER



scores

GRAPHICS	89
SOUND	69
PLAYABILITY	79
LASTABILITY	84
OVERALL	85%

Steve Keen

Real enjoyable romp through a war zone pilgrims. If war's ya bag give it a blast.





COMMAND

There is no cheat for Battle Command that we can find (yet), but don't fret - here are some tips to keep you alive that little bit longer.

Avoid tanks if you can. Missiles are quick and the best defence against them.

If you see a mobile radio vehicle, hit it! They track your position and call in tanks to the area while throwing mortars at you to boot!

Hide behind mountains and nip through clumps of trees to protect yourself from shells.

Use roads for rapid movement to leave enemy tanks behind. Watch out for gun emplacements along the route though as they're fast to rotate and take 2 hits to destroy.

SAM missiles are best against slow A-10's and helicopters- the spy planes are frequent and can easily dodge missiles so don't waste your energy on them.

Watch out for tanks coming up behind while your lining up an air craft using the SAM sights.













Review

TANX FAX

Tanks were first built in B tain in 1915.

The total weight of crew, ammunition, gun and mounting in a tank amounts to less than 10 of it's weight.

The hgeaviesat tank eve to be constructed was th German Panzer Kampf-wagen Maus II. weighing at 189 tons.

The United Kindom's mi tary manpower is 327,10 (1986) whilst the USSR' numbers some 5.5 millio (more than double that o the U.S.A.)

The shortest war on rec was that bewteen the U and Zanzibar which sta at 09.02am on the 27th gust 1896 and finished minutes later on the sa morning. This has nothi what-so-ever to do with tanks but we thought yo like to know.

The most costly war in terms of human life was World War II in which n ly 55 million people lost their lives.25 million of these were Russian.

War is expensive kids, don't play and don't pa less there is NO alterna

GAMES FREE-ENZIE!

Picture this; A warehouse twice the size of Wembely football pitch, a can opener that could take the roof off the Royal Albert Hall and a sack full of U.S. Gold's software that would carpet Bolivia! But hey, this is not a trip into the Twilight Zone it's reality. Those rad geezers and geezeresses at U.S. Gold have come up with a prize that you'd wear your grannies false teeth for. The incredibly lucky winner will receive, not a can opener, but the key to U.S. Gold's software caverns and escorted for the day by not only the (in)famous Garth, but also, armed with a whopping supermarket trolley you will have a whole minute tc grab as many games as humanly possible.

Gimme! Gimme! Gimme! I hear you cry so I'll keep you in suspense no longer. The obligatory question that you must answer is in keeping with the magical theme of U.S. Gold's Gauntlet 3D. In the arcade game of Gauntlet you could control which one of the following characters?

A) Samamffa Fox.
B) Paul Daniels.
C) Frank Bruno.
D) The Elf.

*That's it! Easy huh? The first person to be pulled out of a shopping bag with the correct answer tattooed to his fore head will be living the dream. So post yourself and the answer in a plain paper bag to this address:

U.S., S.U. Competition, 14 Holkham Rd, Orton, Peterboro, P62 OUF and make sure that the entries arrive before the 18th of May.

*Alternatively you might find it easier to just send us a postcard instead.







DRAGON BREED
Pause the game (Capshift +1) then push all the keys down at once (except the numbers). The border will go blue if not try again. Now you can't be killed. Hurrah!

TURRICAN
To get a load of lives (well ninety nine to be exact), Just pause the game and press N, O, V, at the same time.

SCRAMBLE SPIRITS
When your plane starts flying to become immune all you have to do is press all the keys on the left hand side and you will see the menu screen and when you start again you can't be killed.

CABAL
A tricky fighting game this so I hold down the keys prollo that's PROLLO to skip a level.

ATOM ANT
To become invincible just hold down RIOPJKM and Capshift on the menu screen. The border will go white and you will be immune.

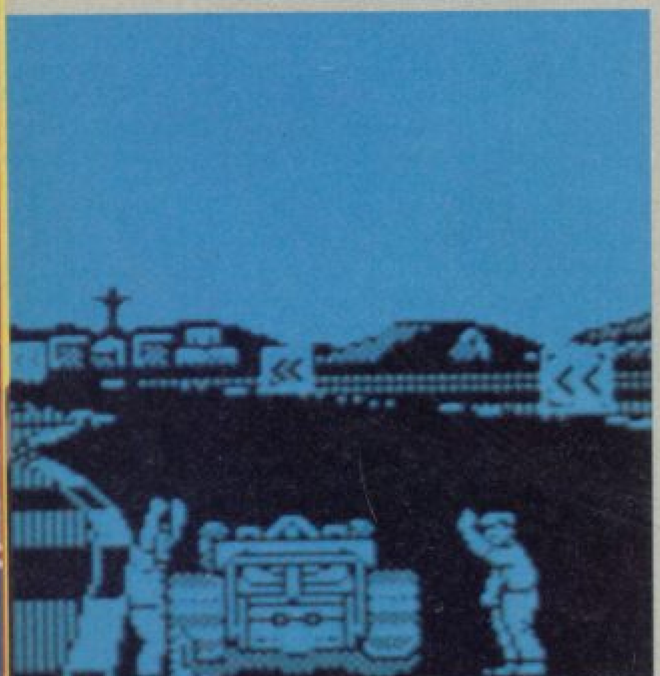
AFTER THE WAR
I hate hard games so to help my fellow S.U. readers the code for this one is 94556481.

SKATIN U.S.A.

To go straight to a high stage type in (when it says code) THIS BOY CAN'T WAIT or to become immune try MINORCHARACTER. 7 great game tips from a great hacker thanks a lot Deren Tilki of Bristol BS9 1BG

AMC

On the high score table type your name as CREEP for infinite lives.



OPERATION THUNDERBOLT
Define your keys as 7-up, 6-down, 8-left, 9-right, 0-fire and rocket-space. Player one choose "1" and player two can choose "2". Select a two player game and if you're using an interface 2 joystick you can control both guns. Double fire power! Ingenious tip from Rafael Peregrina (No known abode!)

ARKANOID 2
On the high score table use the name MAAAAH for something special.

TWIN TURBO V8
When you get to the front end screen with the picture of the car type UNIVERSAL PEACE and you'll get infinite lives and time.

STORMLORD
To skip levels type in BRINGONTHEGIRLS. The screen will then freeze. now just type a level one to four to go straight to that level.

CYBERMOID 2
Redefine the keys O, R, G, Y, then redefine them as your own and Voila! instant lives.

THE EMPIRE STRIKES BACK
On the level section press Caps, Z, X, C, V, together for more infinite lives than before.

MAZE MANIA
The passwords for the following levels are:

Level 1 = None

Level 5 = Harlech

Level 9 = Jupiter

Level 13 = Staypuft

Aaaargh enough let me out before my ears start to bleed. Thanks to: Bruce Lorimer, Stonehaven, Scotland AB3 2BZ

CONTINENTAL CIRCUS
For a flying start on this stonka of a race game complete this taxing sequence. About a second after the first red light comes on press the accelerate button. After half a second after the second red light comes on release it. Finally press the button again and you screech off the blocks at 100mph then move rapidly into second gear and take the pack by storm.

THUNDER BIRDS
These are the level codes:

Level 1 = None

level 2 = Recovery

Level 3 = Aloysius

Level 4 = Anderson

You have our gratitude, David Mitchel, Rotherham, South Yorkshire S61 2JT

Thanks to Tim Evans we'll all be poking well into the night (Ooo er! Ed.) Tim Evans Gwent S. Wales NP9 6LL

Not a day goes by that we don't get a phone call or a pile of letters here at Hacking Squad H.Q. from you, our glorious readers, begging for even more hacks, cheats and pokes to enable lesser mortals than ourselves to maim, beat, disembowel, and slaughter their chosen baddies way beyond the call of duty and good taste. The clarion call rings even louder in our ears More! More! and thrice More! So here they are over FIFTY of them and don't forget there are TWO cheat programs on the fabulous cover tape too! Now tell me are we brilliant! Or are we a flame grilled jumbo sausage with a cocktail umbrella stuck in it?!*! (Get that bottle of ketchup outta here Garth!)









YOGI'S GREAT ESCAPE
Define keys as I, C, E, and SPACE for those ever lasting lives. Great cheats and tips there from Spencer Pritchard West Derby Liverpool L12 9EX

DALEY THOMPSON'S DECATHALON
When the game has ended you can press any number from 0 to 9 to restart with 3 fresh lives and your old score back. This can be repeated as many times as you like. The only problem is that the more times you do this the harder the qualifying times get. Racey stuff, Daniel M. Richardson Isle of Lewis PA86 9NP

ARKANOID
Get onto a pretty high level, i.e. eleven, and go as far as you can go before dying. Then type into the score board P-BRAIN and then press enter a few times. You can then start on the level you finished at. Ben Robinson Lincoln LN6 378

PULSATOR
If you can get to level 2 quit the game by pressing the numbers 1 to 5 all together and when you restart the game the computer will ask you which level you want to start on. Not only that but you'll have full life as well. Amazin' stuff Martyn Shaw you old Brechan Angus DD9 6DU, you!

HUMAN KILLING MACHINE (H.K.M.)
Something interesting here. Whilst playing hold down X and W together and you will skip the level and move on to the next. Van Coppenolle, Wouter, Bruge, Belgium.

GAUNTLET
Sellotape Symbol Shift down and you can walk through walls any time you want. Also when you die, press the magic potion key on the name table, as well as fire and you are magically resurrected. Mysterious-er and mysterious-er said a fictitious girlie a long time ago! (I though Lewis Carrol said it first -Ed)

Super Tipster, Redditch B98 0PJ

BARBARIAN 2
At the beginning of level 1 go through the cave and then come back out. Walk left and if you keep walking you'll get an extra life. You can do this ad nauseum. Hear me now hackers and get slaying! James Powell, Rudheath, Northwich, Cheshire.

LORDS OF CHAOS
For extra experience points to dispense with as you will load the game as normal and design your wizard if you don't have one saved. Then move your cursor to LOAD SCENARIO and play as normal. When the game is over, no matter who wins, go to design wizard to make alterations. Now move the cursor to CHARACTER and then MAGIC RESISTANCE. Push your joystick or keys to the left and you will see your resistance going down. If you keep lowering it will reset at zero and you will get experience points for each point you lost. If you take resistance at one hundred you will get about one thousand five hundred points. Keith Johnson Barnsley S70 4JZ



ROBOCOP
Strangest tip of the month goes to S. Smith. When you are about to die and you kneel down on one knee keep the joystick pushed up and you will stand up and have infinite energy until the end of level.Nice one. S. Smith B'ham B43 7AX

NINJA MASSACRE
Level 5 = Snow

Level 10 = Easy

Level 15 = Rack

Level 20 = Blue

Level 25 = Stag

Level 30 = Hull

Level 35 = Beer

Level 40 = Bard

Level 45 = Star

You have our gratitude, David Mitchel, Rotherham, South Yorkshire S61 2JT

RUFF AND READY
On the title screen type DYLAN for infinite lives.

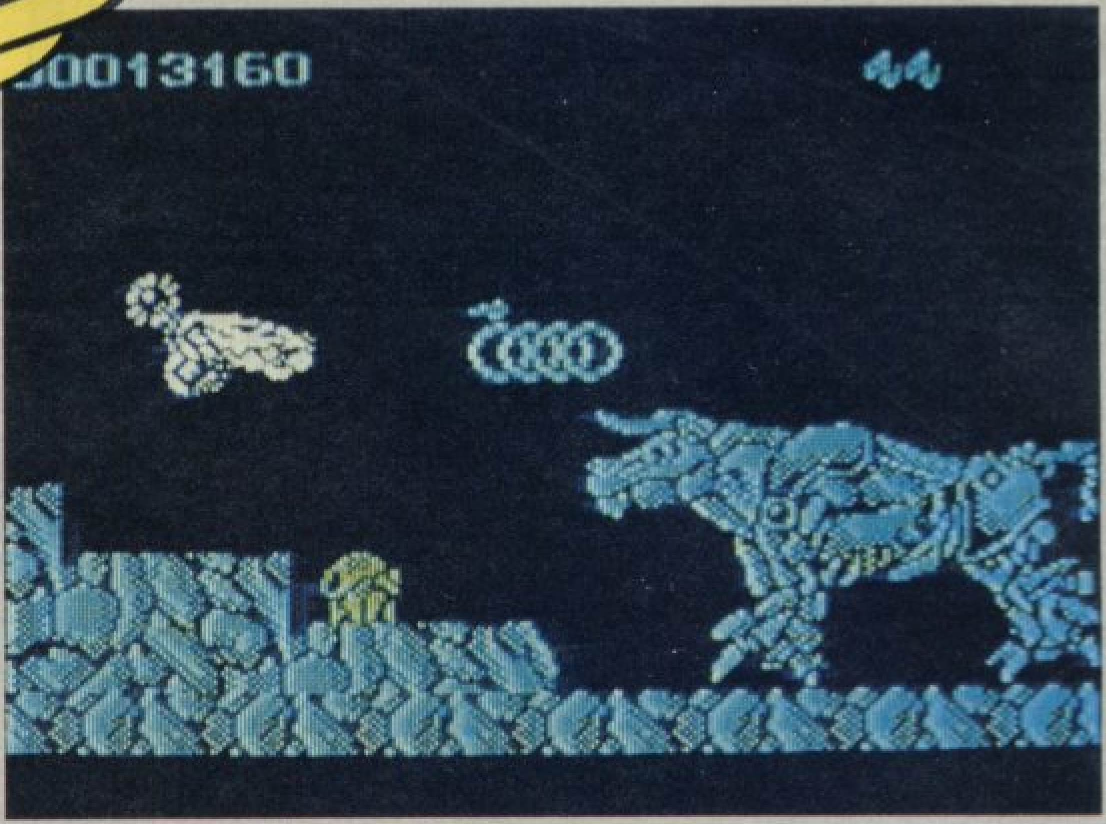
LITTLE PUFF
Hold down all the keys for invincibility.

IMPOSSAMOLE
Pause the game and hold down the keys MOLE then un-pause it you will have full energy.

RASTAN
For infinite energy hold down the space bar and break at the same time.



HACKING SQUAD



ST DRAGON

At main menu press X. Enter the passwords:

BATWINGS Level 1

PRANGLES Level 2

BINGBONG Level 3

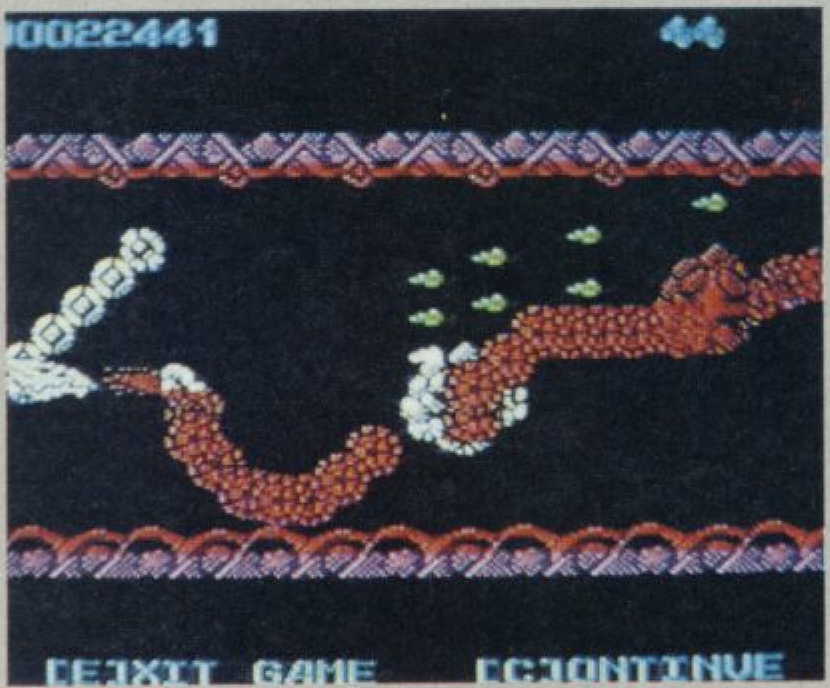
OVENDOOR Level 4

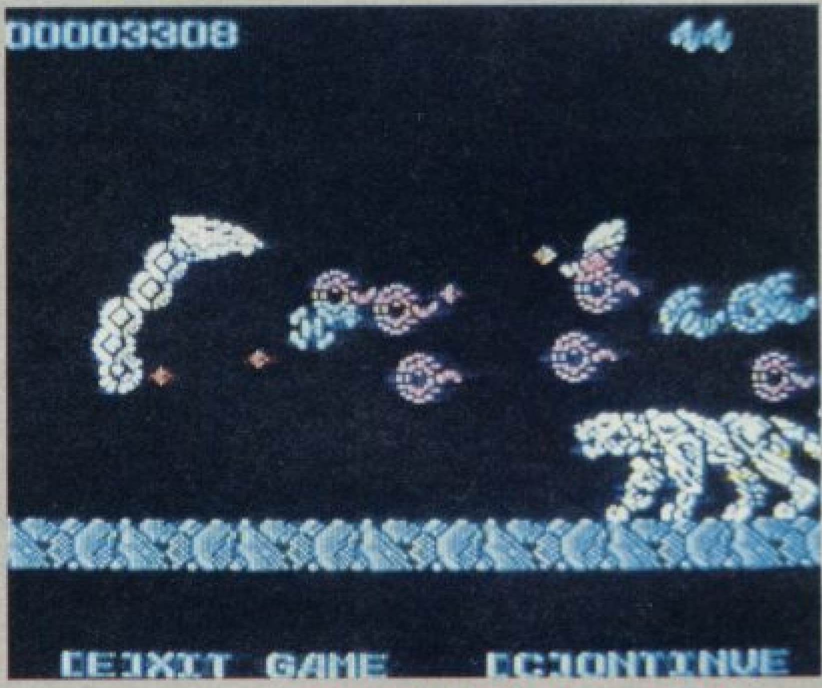
WETWATER Level 5

BLIBBLOB Infinite Lives

SLOBBERS Invincible

What more! If you have a +3 type in NESTEGGS. This gives you a +3 disc utility that will enable you to make backups, rename, and move your programs from tape to disc. That's all folks.





EXCLUSIVITY OR WOT?

Pat Spencer claims that these pokes have never been printed in any other computer mag. So here they are, presented for your delectable pleasure:

RICK DANGEROUS 1
58381,0 Infinite Lives

RICK DANGEROUS 2
35375,0 Infinite Lives
38303,0 Infinite Guns
39739,255 Infinite Bombs

BUGBYTE POOL
26218,198 Infinite Lives

THE SNOWMAN
63197,0 Infinite Lives

VIDEO POKER
45547,0 Inf cash

Thanks Pat Spencer Dublin Ireland

NINJA MASSACRE

All the passwords for this one are:

SNOW 5,
EASY 10,
RACK 15,
BLUE 20,
STAG 25,
HALL 30,
BEER 35. Cheers DT. DT Grimsby DN37 9JQ

POKES...

CURSE SHERWOOD	64613,0
BOMBJACK	49984,0
DRAG NINJA	38918,0
NARC	35135,0
GRYZOR	37338,125

All these pokes give you infinite lives. And Jamie Thomas gets our infinite thanks! Jamie Thomas Evesham Worcester WR11 5UD

POKES...

BALLBREAKER 2	35874,0 Lives 39883,0 Ammo
BARBARIAN 2	40159,0 Energy 38508,0 Lives
DRAGON NINJA	8918,0 Lives 38684,1 Time

DROIDS 34450,0: 34548,0
No One Passess
34499,0: 34584,0 No Two Passes
31295,0: 34248,0: 34782,0 Immunity
39866,0: 39867,0: 39868,0 Code Always Right

GUERRILLA WAR 128	40872,0 Lives 48010,0 Enemy
HATE	53246,14 Lives
CHASE H.Q.	39937,0 47621,0
DYNAMITE DUX	44277,0 44401,0

Use together to gain imortality!

BUBBLE BOBBLE	3835,150
TOOBIN	61721,0

BATMAN
54067,0
54832,201
54708,0
54719,195

Use all 4 pokes together to get infinite energy again.

INDIANA JONES (LAST CRUSADE)
33310,X X=Number of lives.

What an amazing amount of tips. There were at least 1,000 of them. So many in fact that there was obviously no room for the sender to put their name. Well whoever you are, and you do know who, our cup runeth over here at S.U.


GO Wild!
TOKI
No ugly wart-nose is gonna make a monkey out of me! But that's just what that witch has done - one minute I'm the mighty Toki and the next I'm having breakfast delousing my armpits, I can't walk a step without tripping over my knuckles and, oh, there's an overhanging vine - time to swing out sister! But my broken heart is going ape. My beloved Miho (I can't wait to share a banana with her) has been kidnapped and somehow I've got to regain my manhood - until then I'm just swingin' in the rain!
The arcade sensation by Fabtek Inc. is now available for your micro.
ocean
OCEAN SOFTWARE LTD, 6 CENTRAL STREET, MANCHESTER M2 5NS.
SPECTRUM . AMSTRAD CARTRIDGE
COMMODORE CARTRIDGE
ATARI ST . AMIGA

Review

LABEL:
US Gold

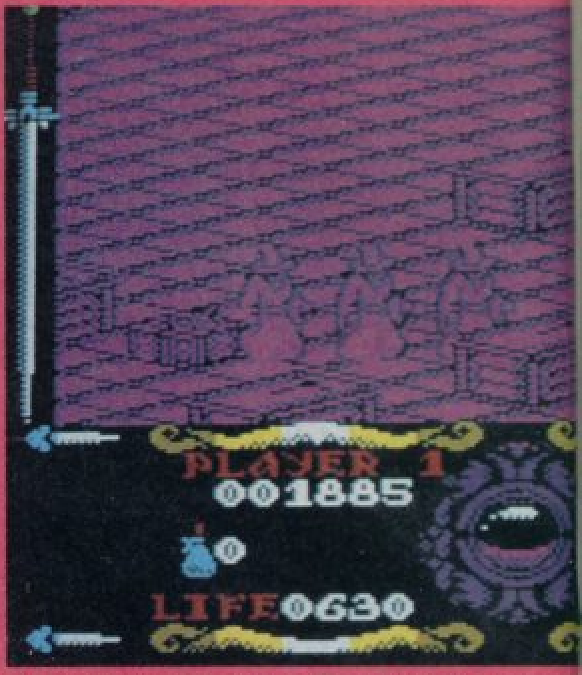
MEMORY:
48K/128K

TAPE:
£10.99

DISK:
£14.99



Grave goings on in ghost town. Kill those spooks or become a set of hand luggage.



More wizards than on a Paul Daniels Christmas

GAUNTLET 3

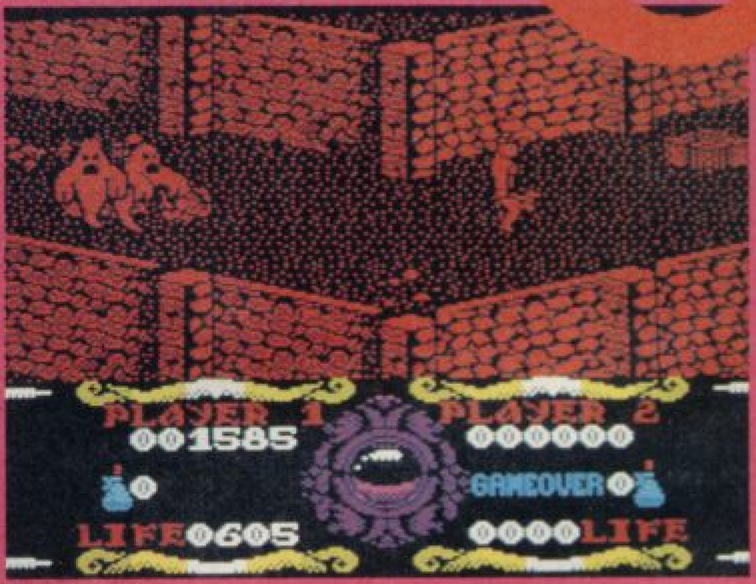
Eight heroes, their magical quest takes them deep within the depths of the underworld, delve deep into the dark corners of rooms, overcome great odds and terrible monsters and retrieve old underwear.

Well, not exactly, but 3D Gauntlet does have that comfortable ring to it; that familiar feel you get when you pull on three day old boxer shorts and is the latest in the great coin-op saga.

3D Gauntlet gives you the option of one or two players and you can choose from eight different characters - four of whom are the familiar Questor the elf, Merlin the wizard, Thyra the Valkerie and Thor the warrior.

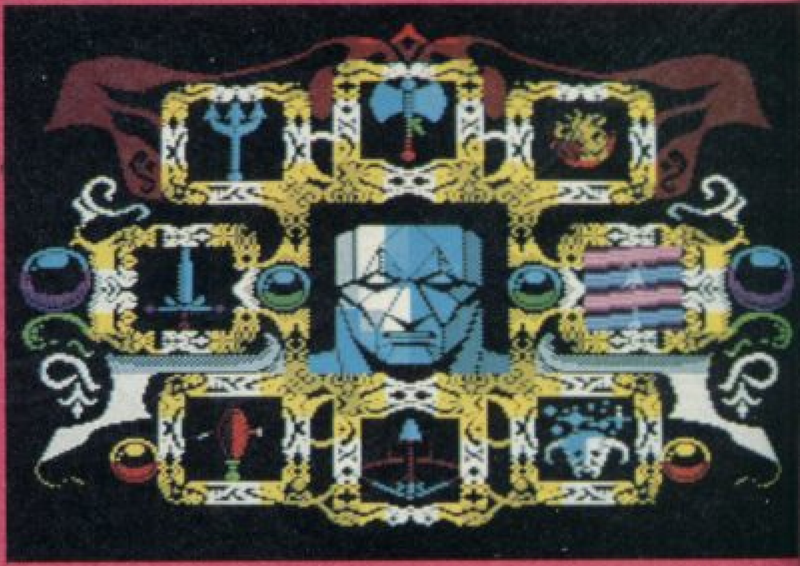
Each player has different characteristics of magic, defence, speed and damage with play runing along, (or briskly walking) in much the same way as the former versions. However, the viewpoint and scenario differ - you begin play above ground, tootling around in graveyards and fields and try to avoid whatever monster the earth throws up at you through its monster generators.

You can mutilate the mummies, gun-down the ghosts and generally make life a living hell for the world's inhabitants who inhabit eight separate kindoms.



You don't know who you'll run into on the underground









mas Special! Garth pass me that valium

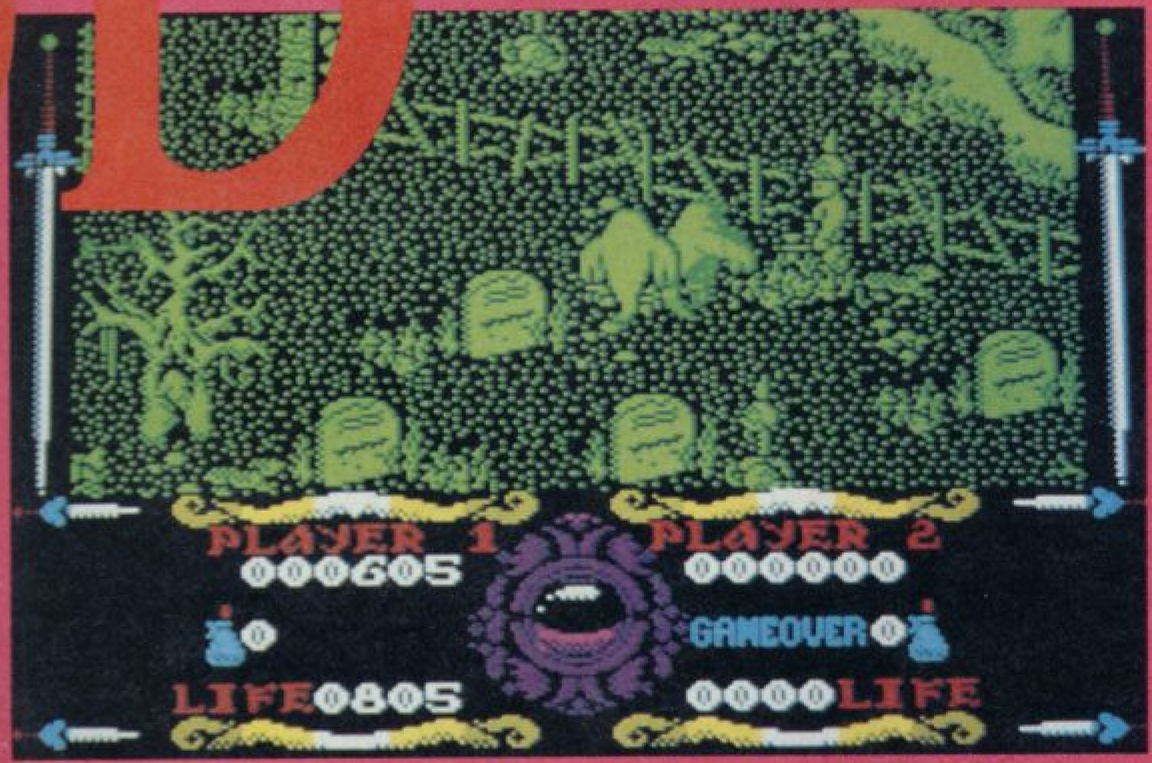
As you roam around the world, you'll find various items that will help you in your quest: food, as with all of the Gauntlet saga, restores strength which slowly depletes as you wander around or more rapidly as you get attacked by the world's wildlife; keys that unlock doors and walls and the inevitable potions.

Each type of monster is produced from a monster generator which is set into the ground and can be destroyed with several smatterings of well-aimed violence and once dead, can be forgotten for ever.

As you wander around each kindom, there are portals to other parts which are indicated with large arrows, (so that you can't miss 'em), that lead you down into the very bowels of the earth itself (it's a good job that no-one's developed games in 'Smellaround' yet!)

This isn't a bad product - the graphics are reasonable if a little complicated, but the gameplay is simple enough to get straight down to business - if you're in the ghostbustin' business that is - and with osso many options to choose from, 3D Gauntlet should keep you blastin' away for quite some time.

ISUI SILVER



Split my gizzard it's that lizzard! A more handsome chap you couldn't meet in a cemetary

scores

GRAPHICS	84
SOUND	75
PLAYABILITY	86
LASTABILITY	85
OVERALL	85%

Garth Sumpter

The 3D element adds a new perspective to a tried and tested product - definitely worth a whirl if you're a fan of the genre





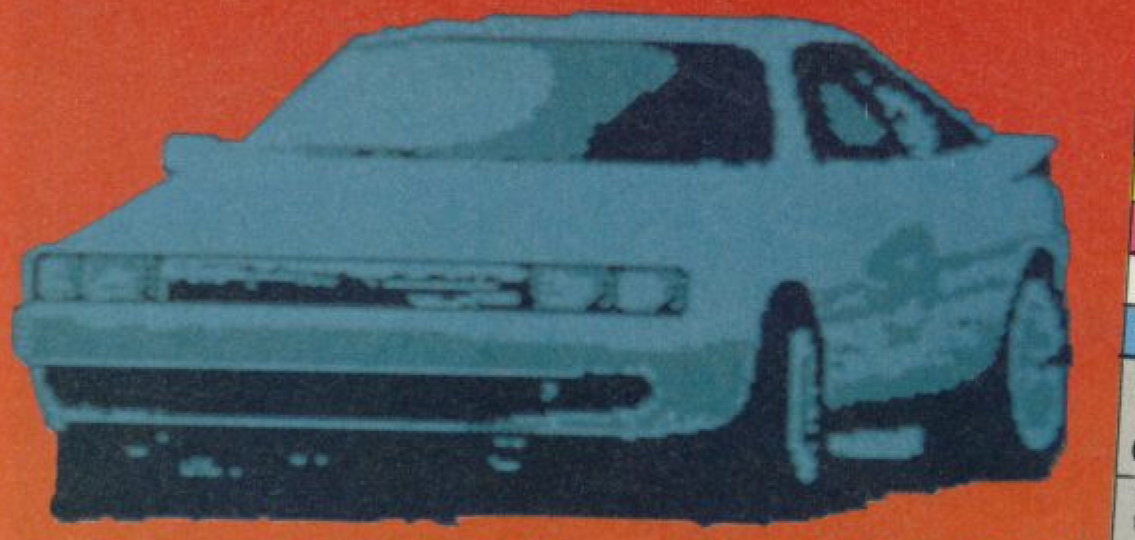
Review

LABEL:
Gremlin

MEMORY:
48K/128K

TAPE:
£10.99

DISK:
£14.99



TOYOTA CELICA GT RALLY

scores	
GRAPHICS	79
SOUND	69
PLAYABILITY	68
LASTABILITY	66
OVERALL	67%

Chris Jenkins

If you're really into driving games then you might enjoy this one: there are some nice touches but we've all seen the overall thing before.

Perverts are the sort of people who wear very strange underwear. So, it shouldn't be too strange to realise that rally drivers always seem to forget to mention that they wear asbestos knickers and have a serious line in flame retardant long johns. But perhaps they're not perverted - maybe they have botty combustion problems.

So, why not pull on your black leather driving gloves. As a rally driver extraordinaire, your mission is to boldly drive where thousands have driven before. To seek out new trees and strange rocks to wrap your car around. To chew up the straights like Popeye's Rotweiler on spinach and skillfully (or luckily!) negotiate your way around any up and coming bends. They're intent on mangling you up beyond your own mother's recognition and rendering your car useless for what seems like eternity. But this is not all because, just to add that extra bit of excitement, it's all against the clock.

Maybe that's being a little unfair as Toyota Celica Rally does make an attempt to be different. For example there's the option to create a co-driver. This is a vital part of the game as it enables you to examine a map of the course and mark on it all places of potential danger (strong right hand bend etc.). The computer will then flash the appropriate warning on the screen during the game at the preselected moment giving you that all important foresight of disaster.

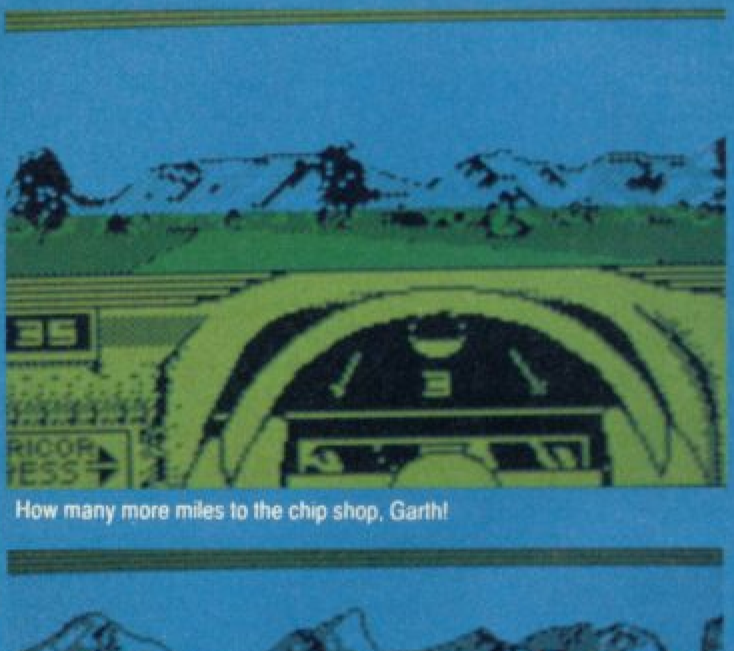
Steering controls are very responsive, a little too responsive intact as pushing the joystick even a smidgen left or right often sends you diving into the undergrowth. All very well for would-be Casanova's, but it doesn't do much for you in the placings table. Although you are assured in the manual that steering can be customized, you're never given the chance. There are some nice touches in the graphics department. Looking forwards through the windscreen the contours of the course are followed perfectly as you dive down and climb up the hills. Your windscreen even shatters on those all-too-frequent crashes.

The end result? Not too bad a game but not too good a one either. If you're lacking in patience or have a low boredom threshold then steer well clear of this one. You'd need the temperament of a saint to get anywhere near the top 10 drivers, not to mention a lot of prayers.



Chris's comment

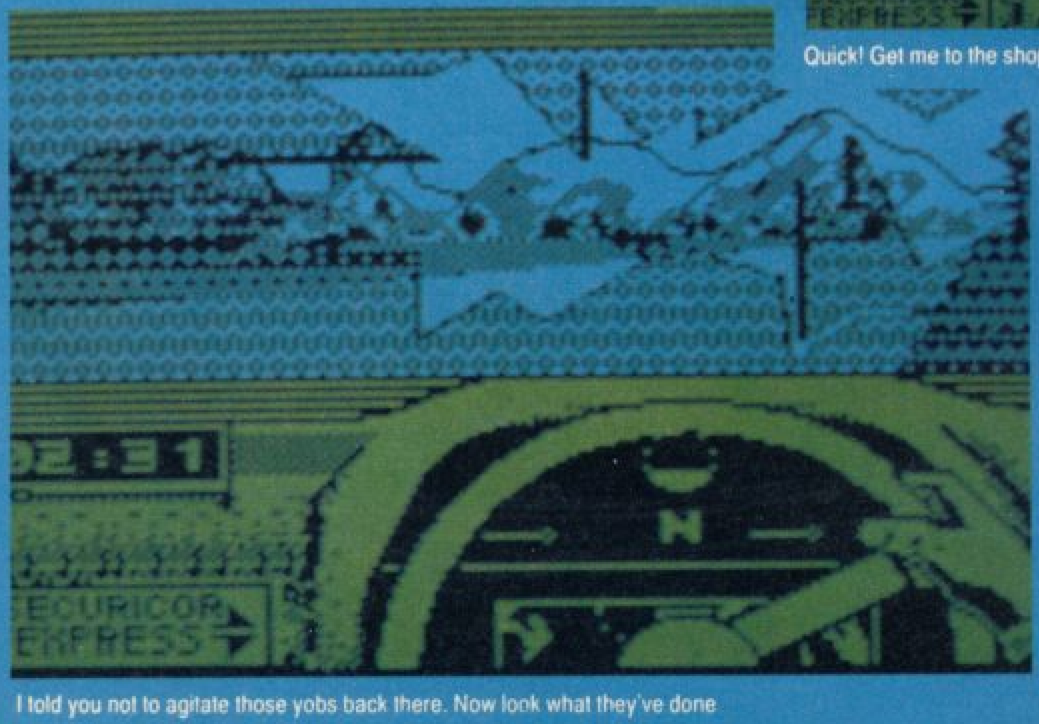
Vroom! Vroom! Crashhh! DRiving has never been so frustratingly difficult. You have to be a rally driver just to play the game. Boring, boring, borrinngg! this is one of those I can't get the hang of and don't want to .



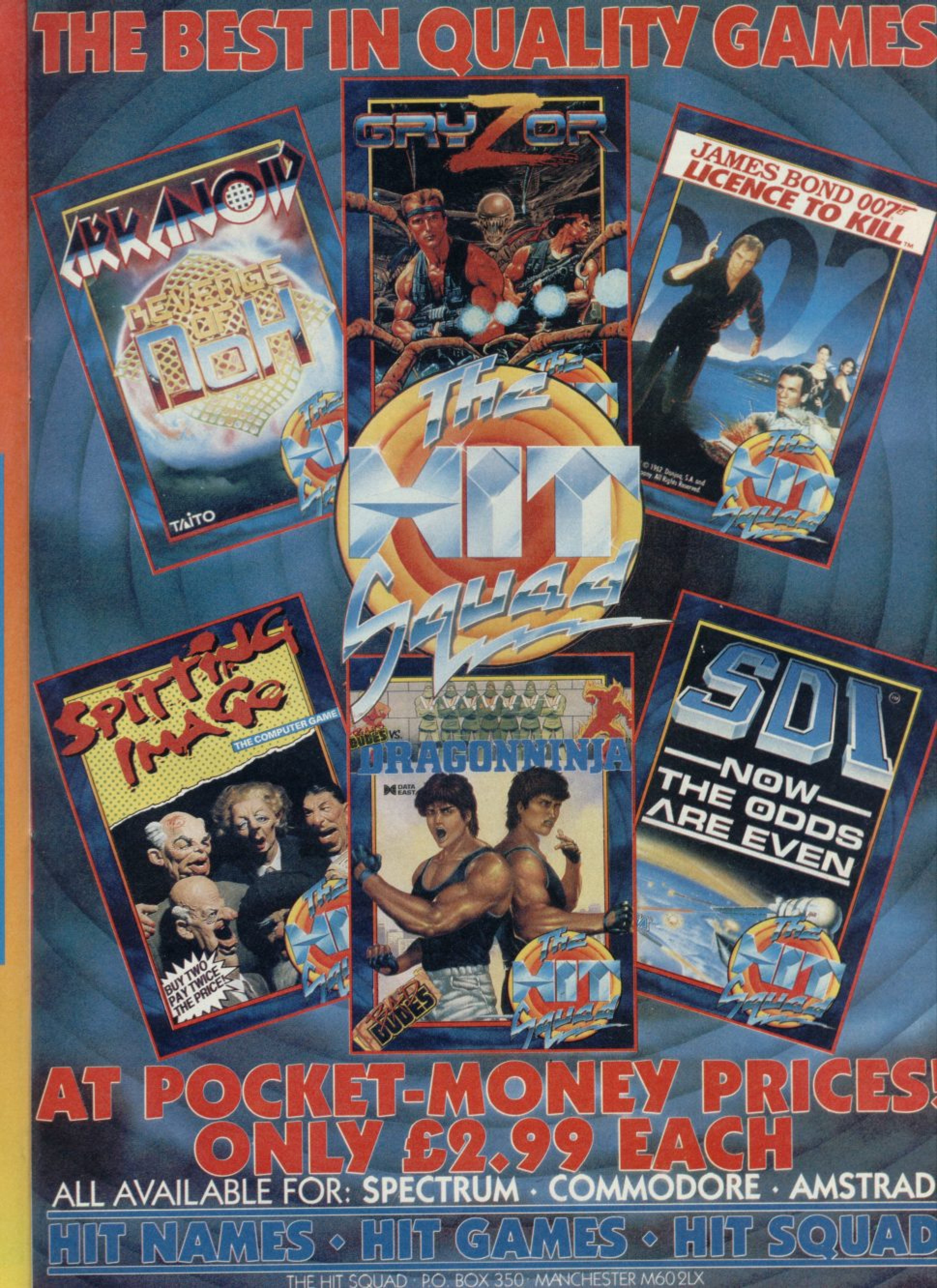
How many more miles to the chip shop, Garth!



Quick! Get me to the shops for the lastest S.U. mag



I told you not to agitate those yobs back there. Now look what they've done

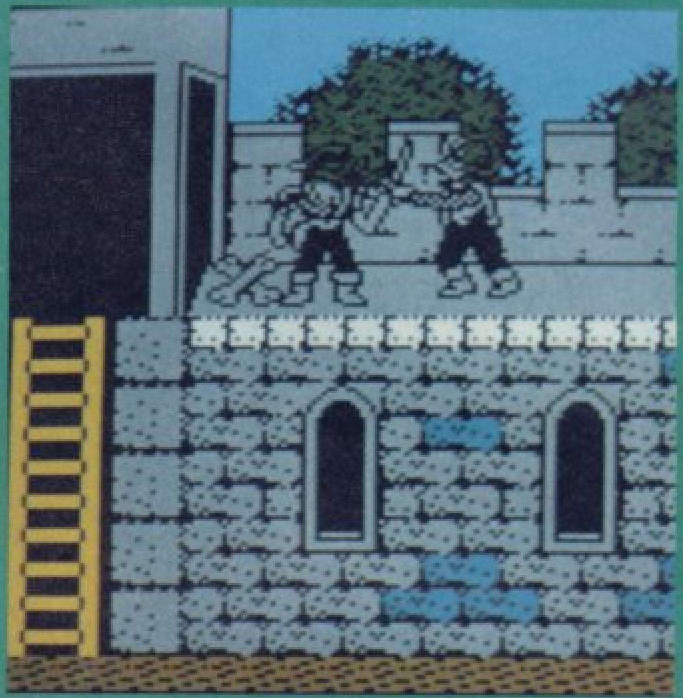

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SKULL & CROSSBONES

Review



Avast ya swabs! Old One Eye has a conflict in the Pirate's school-ground when he finds that young Jim has stolen his kipper sarnies!



In the finest tradition of Errol Flynn (ask your dad!), the fights that One Eye has will take him even to the highest ramparts. Oooo Arrr matey!

GAME
Skull and Crossbones
LABEL:
Domark
MEMORY:
48K/128K
TAPE:
£ 9.99
DISK:
£14.99

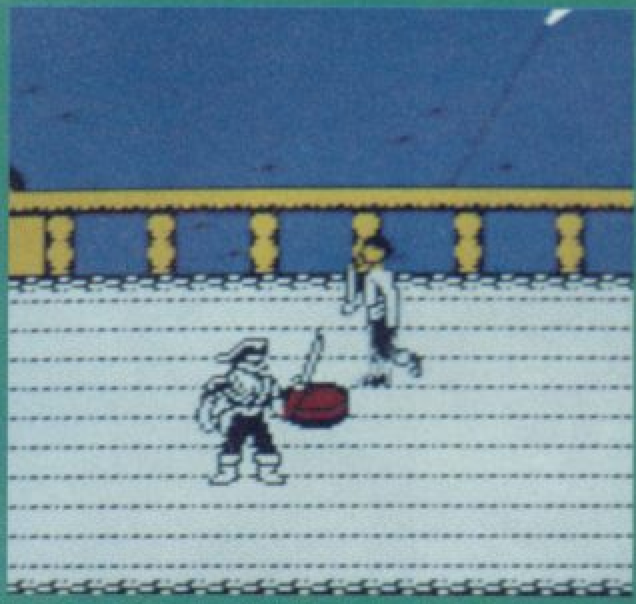


There are wide-ranging possibilities for pirate games but the pixel perfect movement that is needed for Skull and Crossbones detracts from the cut and thrust of pirating about.

Ahoy me hearties! Shiver me timbers, hoist the main sail and break out the rum ha har! Well what would you expect of a game with this title, it leaves no margin for error. A pirate game is what you want and that's what you get.

You are One Eye the rootin'est tootin'est, sorry wrong style! the most dastardly damnable cur to sail the seven seas although most of the action takes place on what you are led to believe is land.
Various wenches have been kidnaped and trussed up in strategic places (oo-er!). The task ahead is to find out their location whilst battling the oppressive sea dogs that bark at your heels and hinder your progress. Nothing new here. Dice up the bad guys with your cutlass, dodge the bottle throwing imp who takes refuge in a barrel and get to the end of level big boys and cut them down to size.
Some of the sword fighting is quite fun. You can block, parry and thrust to your hearts content and there's some satisfaction in lunging forward for your attack and springing back unharmed, but the variety of gameplay is very limited. When you have slogged your way across the first level you are returned to the beginning to do it all again with the only change being a few more bottles to avoid. There are also some strange characters lurking about. What a ninja school is doing in the middle of a pirate game is beyond me! To say I did not enjoy Skull and Crossbone would be lying, but not to mention the terrible tune would be criminal. This one sent fellow S.U. members running for cover and Garth still can't watch pirate films without covering his ears and humming some Madonna. The spirit of One Eye will no doubt live on, but he'll turn in his grave when he hears the piper calling his tune.





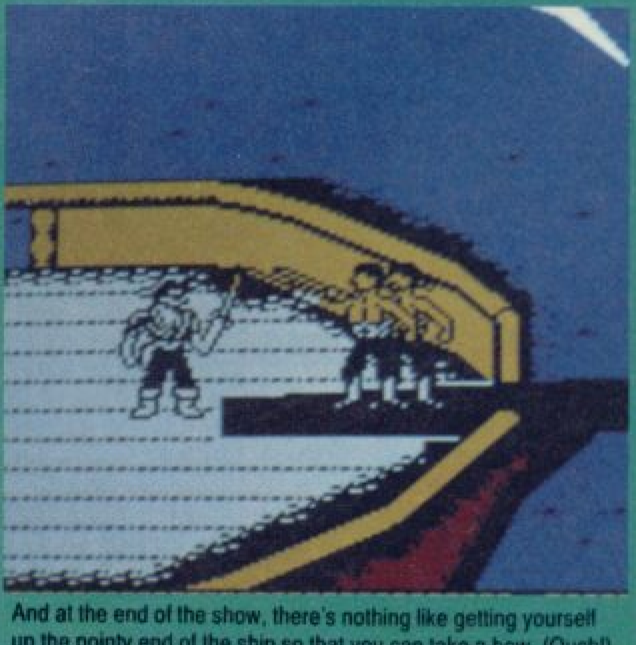
Here's One Eye tripping the light fantasic on the dancefloor of the Jolly Jacik-a-go-go. If that bouncer hits him, he'll be reeling!

scores

GRAPHICS	70
SOUND	78
PLAYABILITY	70
LASTABILITY	74
OVERALL	67%

Steve Keen

In the words of that immortal alternative comic Vic Reeves; One Eye "They wouldn't let him lie".



And at the end of the show, there's nothing like getting yourself up the pointy end of the ship so that you can take a bow. (Ouch!)

PIRATE FAX

Indochinese pirates still infest the South China Seas today.

The most famous pirate in history, Blackbeard, was originally an English soldier Edward Teach. Renown for his extreme savagery he was an embarrassment to the British forces until he was killed by them during an attempt to capture his ship.

AN emap. Images PUBLICATION

APRIL 1991
ISSUE 31

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THE One

FOR AMIGA, ATARI ST AND PC GAMES



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USA TODAY

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NO KIDDING!

- A Complete Playable Trainer Level of *Brat* – it's 'infant-tastic'
- See Page 8 for Full Details

If There's N
Consult Yo
Imm

OUT NOW!

PREDATO

The city of Los Angeles is being held in the grip of a vicious gang war. Yet this is no normal crime-wave. Where once the police hunted the perpetrator of crime the perpetrator now hunts them. It's up to you to redress the balance. And in the immortal words of Sgt. Esterhouse from the Hill "You gotta do it to them before they do it to you".

LABEL: MIRRORSOFT

MEMORY: 48K/128K

TAPE: £10.99

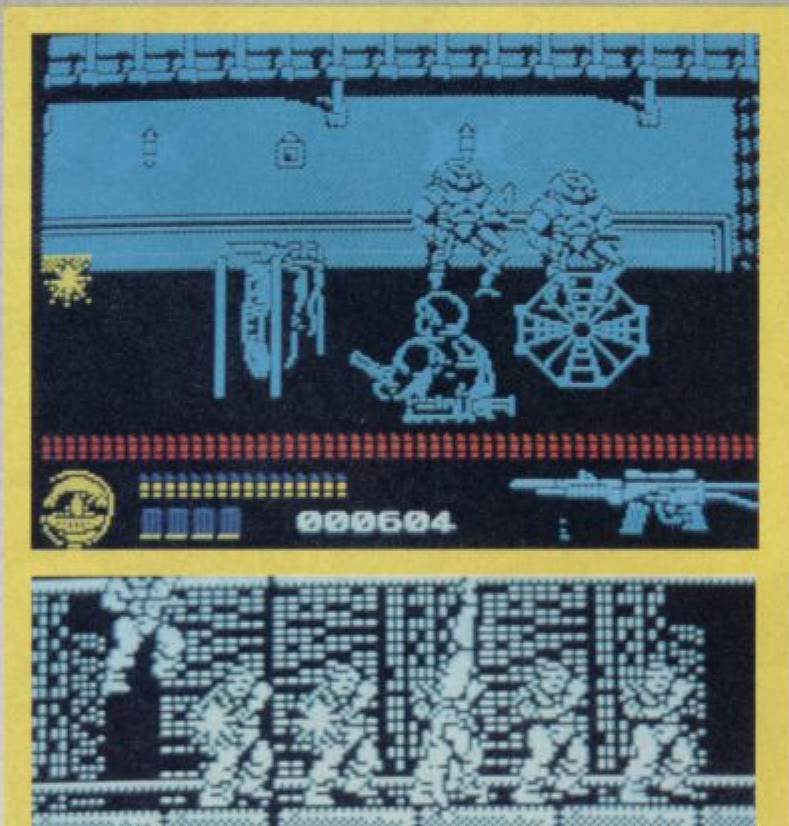
DISK: £14.99

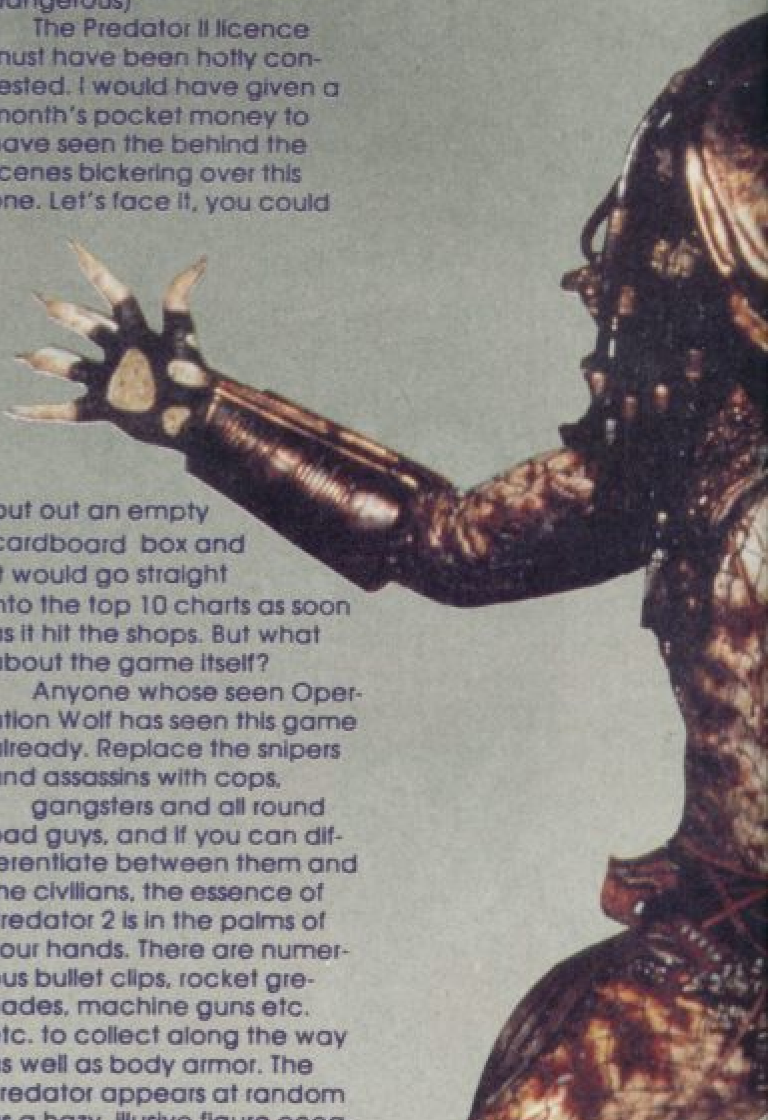
The city of Los Angeles is being held in the grip of a vicious gang war. Yet this is no normal crime-wave. Where once the police hunted the perpetrator of crime the perpetrator now hunts them. It's up to you to regress the balance. And in the immortal words of Sgt. Esterhouse from the Hill "You gotta do it to them before they do it to you".Just in case there's anyone out there who hasn't the faintest idea about what the Predator is or does I'll tell ya. He's an alien of amazingly ugly proportions and incredible strength (he managed to give Arnie a good going over before cashing in his chips in the previous film) who has come to Earth to hunt us homo saps for sport. A kind of Princess Anne from outer space (only much more dangerous)

The Predator II licence must have been hotly contested. I would have given a month's pocket money to have seen the behind the scenes bickering over this one. Let's face it, you could put out an empty cardboard box and it would go straight into the top 10 charts as soon as it hit the shops. But what about the game itself?

Anyone whose seen Operation Wolf has seen this game already. Replace the snipers and assassins with cops, gangsters and all round bad guys, and if you can differentiate between them and the civilians, the essence of Predator 2 is in the palms of your hands. There are numerous bullet clips, rocket grenades, machine guns etc. etc. to collect along the way as well as body armor. The Predator appears at random as a hazy, illusive figure occasionally picking off drugies himself. You can not fight him at first and have to wait until later levels before he comes out of the closet.

All in all quite an enjoyable game and if you haven't got one of the 1st person perspective shot 'em ups in your collection buy it. It's the best of this year's bunch.





SCO

GRAPHI

SOUND

PLAYABI

LASTABI

OVERAL

Garth Sump

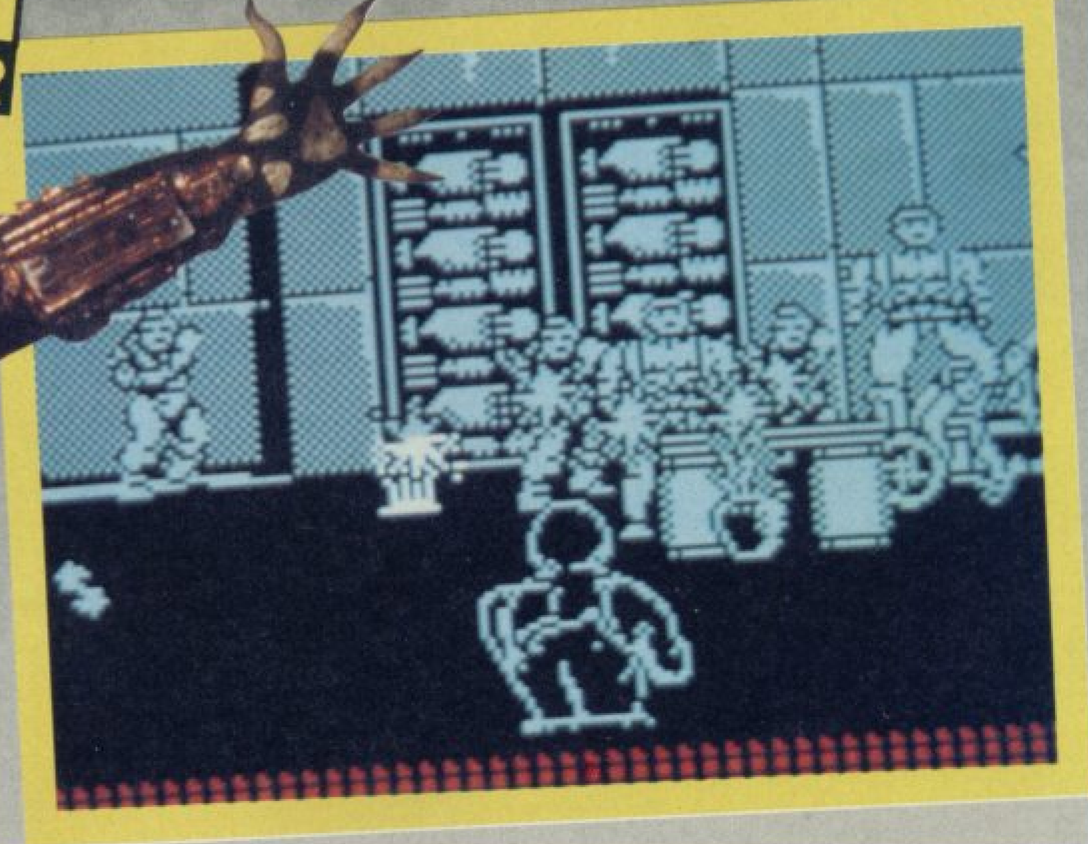
Hey! No-one apprecia
aliens more than me
idea and got into the
little time.

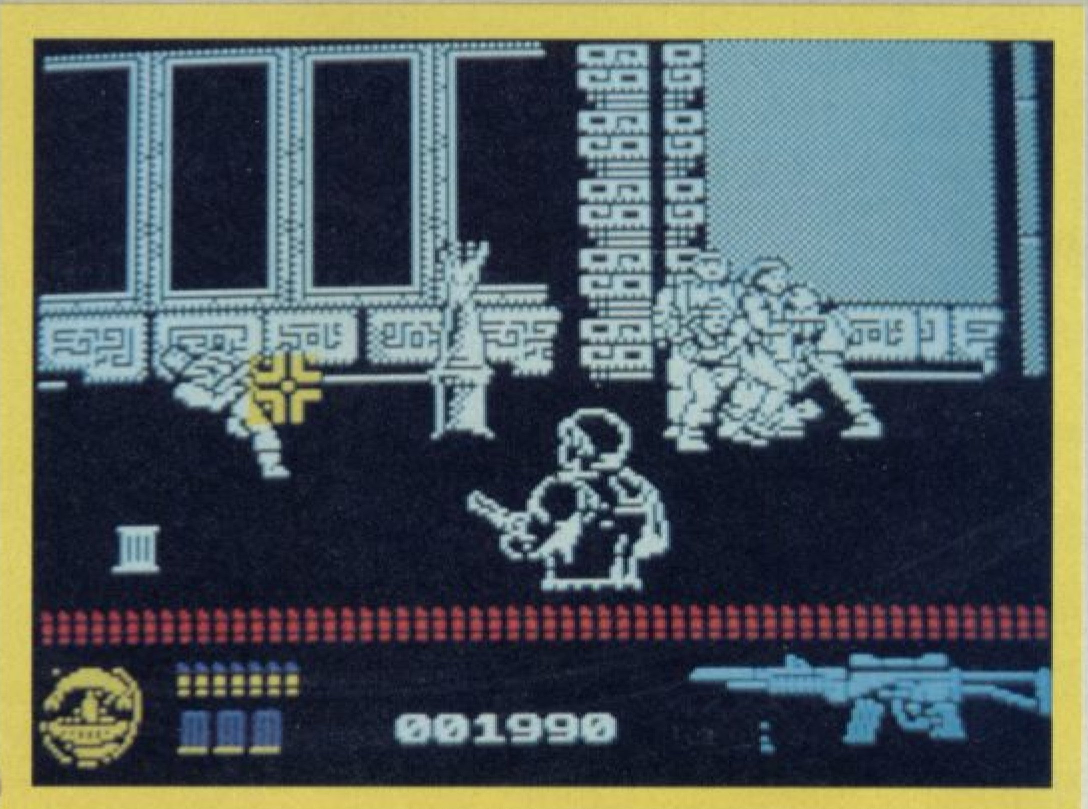
R II



ISU SILVER







ores

ICS	89
	82
BILITY	83
BILITY	86
LL	86%

apter

ciates flesh eating
me. I just love the
he game after a

Review

FILM FAX

Arnold Shwartzeneger, although not in Predator II, has already been signed up for number 3.

Predator II's hero, Danny Glover, is used to better looking co-stars. Mel Gibsuon was his last in the popular Lethal Weapon films.

Arnold has only been in one sequal film before, Conan the Destroyer. He hates them. So do I.

THE SORCERESS

Greetings, mortals. Having adjusted the prices on all my spells to reflect the recent increase in Value Added Tax, I started to wonder "What really is the point of it all?".

Consider the following situation. A book publisher pays an author an advance of one thousand pounds plus VAT. The author, registered for VAT, pays this VAT to Customs and Excise. But the book publisher, also registered for VAT, claims that same amount back from somewhere else. The net result is that money has gone round in a big circle without actually getting anywhere. Adventure-playing accountants everywhere will now be up in arms at my state of blissful ignorance, but a fee and a fie and a foe and a fum to the lot of them.

Before we get on to this month's news and views, a brief look forward to next month. First of all, the adventure game Temple of Terror is included with this month's issue of Sinclair User, and to help out anyone who is having trouble we will be featuring the game in Getting You Started this month. This is at the request of a person who has been playing the game and has got a little bit stuck in it. His name is Garth Sumpter, and eagle-eyed viewers will know that he is the editor of this magazine, so how could I refuse?! (You can't! -ED)

Secondly, we will be starting up a new area in this column, one which will allow all you producers of home grown adventure software to advertise your wares for the paltry sum of 5.00. For this we expect a brief (as brief as possible!) description of the game. Is it text and/or graphics, any special features associated with it (free maps, for instance), a price, and a place to order it from. Please note that this is only open to "home grown" people, not mega companies like Magnetic Scrolls and the like. Just pop the information and a crisp fiver (or cheque made out to SU) in the post and wait until the magazine deadline allows you to gain some fame for your game and gain. And hopefully, of course, some money as well!

But now, enough of the future, back to the present. Some sad news to begin with, and this is that I have to report the demise of the excellent adventure fanzine Spellbreaker. If any of you were holding back sending off money, then you've held back too long. Existing subscribers will know all the necessary details - anyone else who was thinking of writing in ought to know that they're wasting their time.

This is a great shame, because Spellbreaker had been going for quite some time, and was improving with virtually every issue. Hints and tips, solutions, maps, anything you needed to help you out as you struggled through the world of adventures, will no longer be appearing under the editor-ship of Mike Brailsford. Hard lines, Mike, you were doing a grand job.

Perhaps someone else might be prompted into taking over Spellbreaker? After all, Adventure Probe was taken over from one of its original editors, and that particular fanzine is going stronger than ever. If you were thinking that then once again I have to tell you that you're wasting your time, because Mike is holding on to the copyright. Will it ever re-appear, I wonder?

Trivia, I have been wading through reams of trivia lately (all in a good cause, I might add), and wondered if anyone would be interested in adventure trivia? Little quizzes, little tests of knowledge, that sort of thing. You know, like "who wrote the original Colossal Cave Adventure?", or "what was the title of Mike Gerrard's first published adventure?", or "which software house is run by John Wilson?". Answers at the end of this column.

What we're going to do now is turn from the demise of one fanzine to the continued survival of another. I have in front of me a letter from Tim Kemp, which starts "Dear Saucy?)". You impertinent swine! Don't call me that. People might talk, and I would hate to appear in one of Nigel Dempster's gossip columns!

Anyway, I can tell you that the letter is accompanied by volume 2 issue 1 of Fanzine From Beyond, which I know I've mentioned before, but anyone upset at the loss of Spellbreaker might be interested in this one instead. It's not a straight replacement, as they cover distinctly different ground, but anyone in need of an adventure "fix" or two would do well to consider this mixture of news, reviews, features, etc., which is all (let us not forget) strictly Spectrum.

Each issue costs 1.50, it comes out every other month, and make cheques and postal orders payable to Tim Kemp at 36 Globe Place, Norwich, Norfolk NR2 2SQ.

ANSWERS TO TRIVIA (1) Crowther & Woods (2) The Odyssey (3) Zenobi Software

Getting You Started

PHAROAH'S TOMB:

(from where we left off) drop ladder, drop candle, n, n, pull levers, s, d, s, s, n, w, e, s, s, w, w, go through door, w, get mask, e, s, use key, get statue, n, go through door, e, e, n, n, w, e, s, wave fan, d, get brick, u, n, w, e, s, n, w, u, n, n, w, n, w, w, w, w, drop statue, drop mask, drop brick, drop fan, n, enter tomb, e, e, s, s, s, e, get ladder, get matches, get candle, d, drop ladder, light candle, use match, s, s, s, get belt, w, s, s, get plank, n, n, w, s, s, light candle, use match, s, s, e, e, e, s, e, open box, use key, get necklace, w, s, drop key, get ram, n, w, n, use plank, n, n, e, e, e n, climb ladder, w, n, n, n, w, w, w, w, drop belt, drop necklace, drop ram ... the end!

SHELL SHOCK:

(from the beginning) s, s, in, get helmet, exam helmet, wear helmet, out, n, e, d, e, e, n, get clippers, d,w, exam mat (in piccie!), get key, un-

READERS LETTERS

Dave Williams, from Liverpool, tells me that he's applied for the job of Liverpool manager. Fingers crossed Dave, but don't give up the day job. He also tells me that " In the game Play It Again Sam, after you've been captured and left tied up in the manager's office, how on earth do you escape? I've tried all sorts of inputs, but nothing seems to work. I think I've read somewhere that a really weird input is necessary, but I can't remember where I read it or what it was."

* *Well Dave, even Kenny Dalglish would have had trouble with this one. The required input is indeed a strange one, but it's the only thing that seems to work. The words needed are Cut Bond Blades (assuming you have a blade to cut your bonds with) Not one of the best examples of programming that I've seen, I must admit.*

Malcolm Campbell, from Slough (never mind) in Berkshire writes: "I've been playing Rebel Planet, and doing reasonably well for me, but I'm having problems with the telephone booths, especially booth 2. I know I've got to find a phone number somewhere, but this one beats me. Where is it?"

* *Bit tricky, this one. On Halmuris, you need to go to your hotel room and examine the cabinet. Then, you must examine the bible that this has revealed, and you will find the number. All that remains is to go to booth 2, insert card in phone, and when asked for a number you must give them the one from the Bible. You'll then be told ... but you'll have to see for yourself!*

Verona McCordle, from Antrim in Northern Ireland, writes: "Part two of the Pawns of War, otherwise known as The Infiltrator, has me stumped. I've got a Grenade, and I guess that I must throw it at the soldier, but he just keeps throwing it back. Is it really necessary to kill him, or is the grenade used somewhere else?"

* *Anyone with a name as nice as Verona deserves an answer. Sadly you do need to kill the soldier, be-*

lock door, drop key, in, w, exam press, get cask, get cup, e, n, exam bed, get boots, s, out, w, w, w, exam burrow, get rabbit, s, w, s, d, drop cask, u, roll log, d (the log has smashed the cask. So THAT's how to open it!), put salt in cup, u, s, e, e, cut gorse, drop, clippers, w, w, n, n, e, n, e, e, u, n, e, e, d, get hammer, n, give rabbit to terrier (aah!), in, exam desk, get nails, out, s, u, w, w, climb cliff (must wear boots), n, n, crawl under fence, n, throw salt at guard, in, n, u, drop cup, exam bunks, get thread, exam locker, get tobacco, d, s, out, s, in, get can, exam can (petrol), out, s, s, s, d, w, s, w, knock on door, in, talk to man, give tobacco (he gives you a microlite kit, jolly decent of him!), get micro, exam micro (you need a few tools, we'll find next time).

AFTERSHOCK:

(from where we left off) lubricate mechanism, drop bottle, open sluicegate, look, s, w, n, n, w, n, u (Scott St.), n, d, e, u, s, e, s (filling station), enter kiosk, take screwdriver, n, climb over rubble, take beam, w (Manor Drive, and if you're not carrying the TV the looters will kill you), drop TV (at last! otherwise after the next move the soldiers will shoot you as a looter), w, s, open gates, look, w, brace stairs with beam, look, u, w (don't go west again!), n, w, s, w, u, slide down roof, jump onto roof, d, s, e, drop screwdriver, drop torch, take buns, w, n, u, jump onto parapet, climb up roof, d, e, n, e, s, e, d (hallway, where you can stay!).

THE BIG SLEAZE:

(from where we left off in part one) put battery into flashlight, drop flashlight, drop key, get cheque, get cheque, get book, touch wires (the car starts), drive to Astoria Boulevard, climb out, wait (until 6 a.m.), n, n (the cheques are paid into your account), s, s, climb into car, drop book, get gun, touch wires, drive to Imrahd Street, climb out, n, u, e, unlock door, open door, in (if Ben Durr isn't there, wait), examine sofa (you find a bit of a photo, and Ben Durr confesses!), get photo, s, w, d, s, climb into car, touch wires, drive to 21st Street, get flashlight, get crowbar, climb out, w, s, e (if not open, wait, then wait until next month!)

BEATLE QUEST:

(from where we left off) w, w, cross road, w, w, u, in, i (you have some diamonds, well done Lucy!), drop diamonds, take knitting needles, out, d, w, cross road, take packet, take cigarette, eat packet, w, in, in, w, take hat, wear hat, e, e, take coat, wear coat, examine coat, i (now have some fuse wire and a bus pass), w, s, search room, take teacher, open desk, examine apple, n, out, cross road, drop teacher, w, w ... and wait for the Penny Lane bus!

HAMPSTEAD

The Missing Bit

Having brought your ticket, you board the train, take card and read it, offer bracket and wear tie. At the bus stop, board bus. At the furniture dept., open desk and take screwdriver. At the tailors, buy, take and wear suit. At the club, give name as "Justin Perrier", answer "yes", take letters. At Sir Lionel's office, just show up. At your own office, examine desk, read memo, force cabinet, take report, read report and wait till summoned to board room. At board room, choose option "3", take draft, go south, enter "translate motto".

WITT'S END

Red Moon: (from where we left off at the start of Mission Eight): n, e, e, n, ne, ne, e, e, ne, open door, n, e, open door, d, e, s, s, d, open door, s, take potion, open door, n, w, open door, n, take meat, w, n, open door, n, e, open door, d, e, s, s, e, n, bury reflection, take bottle, se, s, s, open door, s, open door, w, s, s, s, s, wear mask, d, n, n, u, n, w, s, d, n, n, u, fill bottle (the bottle is now full of water), d, s, s, u, e, d, s, s, u, n, n, n, drop mask, take mask, n, open door, e, open door, d, se, w, w, nw, take shield, e (you see Kellf, who is dying of thirst), give bottle (Kellf, revived and grateful, thanks you and tells you a rumor that mummies can only be slain by magic. Then he staggers off). Cast escape (to get back to Grassy Mound), drop potion, s, drop tubing, drop flask, drop mask, drop shield, score ... end of Mission Eight, your score should be 600/100, and you're a Senior Adventurer!

The Boggit:

(from where we left off in part one) E, n (you meet 3 trolls), say lux (the trolls turn to putty), look, examine huge stone key, take huge stone key, n, examine rock door, unlock rock door, open rock door, n, take clothes line, examine clothes line, s, drop huge stone key, s, examine cauldron, climb into cauldron, take sword, examine sword, climb out of cauldron, examine logs, e, e, examine mailbox, n (you meet Smelrond and his "friend"), talk to Smelrond (until he gives you some lunch), take lunch, eat lunch, s, e, examine booth, n, take cigarette, examine cigarette, s, take credit card, examine credit card, n, n, e (see Beorn), sw (don't go E!), in, examine marmalade sandwich (don't eat it!), out, s, drop credit card, drop rope, drop sword, take card, take credit card, take sword, take rope, w, w, n, s, e, e, examine sign, n, wait (until Goblins gets you!) ... end of part one.

Dodgy Geezers:

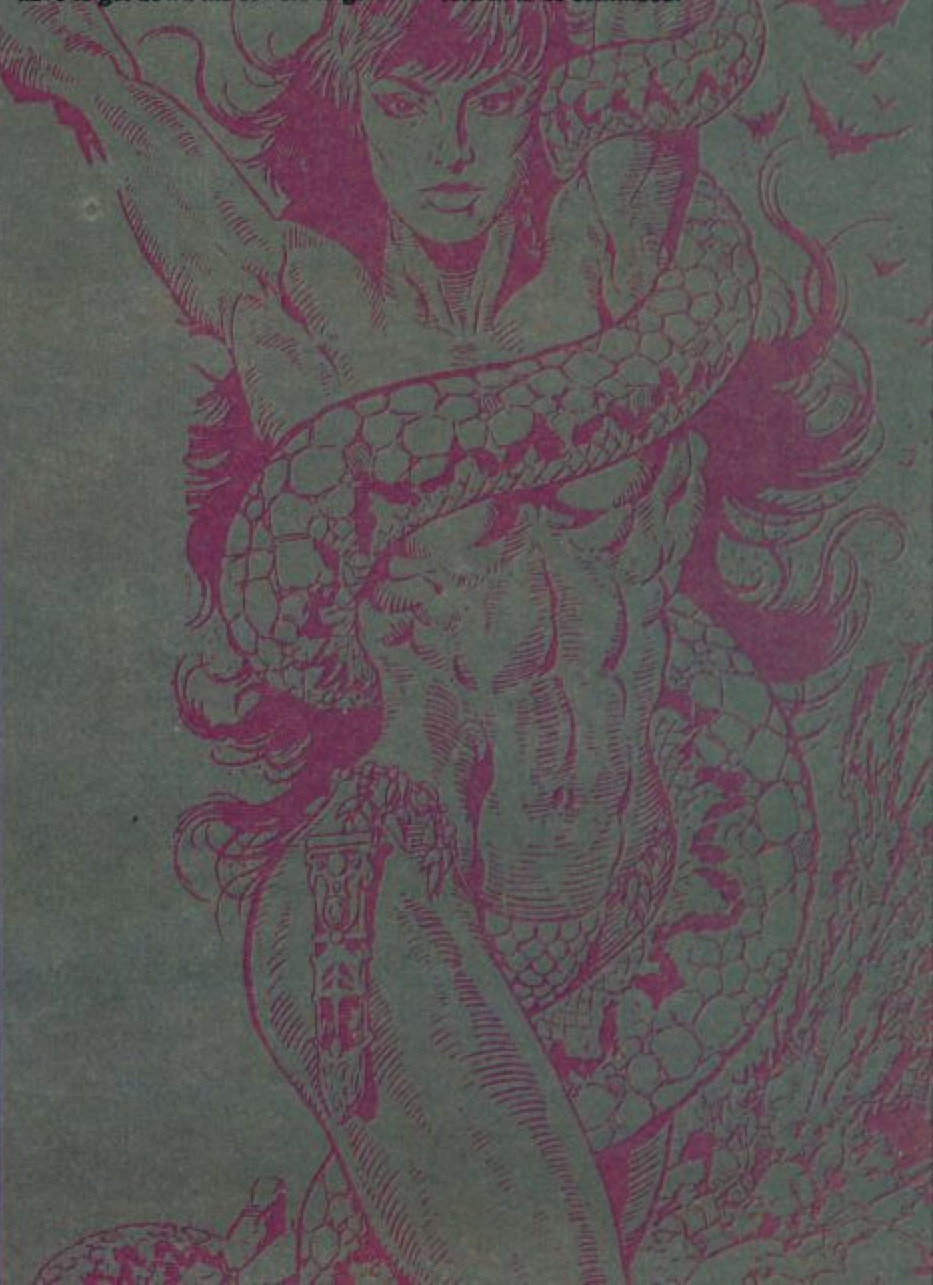
(from where we left of in part one) Go northwest to Terminal Street, north to St. Judes Road, northeast to Pork Pie Parade, southeast to St. Judes de- consecrated church, south to the grave yard where Cracker and Tweedle are talking and saying they have to get down the sewers to get into the bank. When they spot you they slink off. Go north, northwest to Pork Pie Parade, north to the Service Station and examine station to see tools, electric nut tighteners, wire cutters, heavy duty drills, monkey wrenches, etc., get wire cutters (sometimes a coach driver turns up). Go south to Pork Pie Parade, hang about (about 8 times!) until Saturday morning, then go south to the pet shop. Examine poster if you want ... to be continued.

The Labors of Hercules:

(from where we left off) Eurystheus now sets you the task of the Hydra of Lerna. S, w, drop cake, drop cymbals, drop lire, drop knife, drop skin, get sword, get bow, get quiver, e, s, s, sw, w, get twigs, ne, e, in, get string, tie rag, tie twigs, light torch, n, ne, e, s, se, e, e se, s, se, light rag, fire arrow, chop head, burn neck, get head, dip arrows, e, get horn, w, extinguish torch, nw, n, nw, w, w, nw, n, w, n, n, n, give head (another task coming up next time!)

Apache Gold:

(from where we left off) Get sack from Old Jake (say doctor say Jake), n, get bottle, n, take noose, climb tree, chop branch (which falls into the rapids below), return to water hole, s, throw noose, up, throw jar at eagle to make its wings sticky (it steals the corn later if you don't do this), return to water hole, travel in wagon, take manure in sack, w to open plain, pour manure, get bushy fern ... to be continued!



cause if you search his charred you'll find a very useful twisted key. Why he's carrying one I don't know, but fortunately for you he is. Anyway, the thing to do is Pull the pin from the grenade and wait three times before throwing it. That way, he doesn't have time to throw it back and you've got the chance to get on with the rest of the game.

Sam Fairhurst lives in Ross-on-Wye, a beautiful town I might tell you, and he writes: "I've not been playing adventures for long, but I do know that they often put in 'red herring' to confuse people like me. What I'd like to know is in Federation, is the matter displacer one of these red herrings, or does it actually have use anywhere? I just seem to get killed whenever I carry it, but since I can't finish the game I wonder if it has any use later on?"

* *To quote an earlier game you're going to have to play it again, Sam. The matter displacer serves no useful purpose whatsoever, and its only function in the game is to kill you off whenever you enter certain locations. So, leave it well alone and try something else!*

STUCK WITH AN ADVENTURE?

Then get it on with the Sorceress and she'll soon help you out. Just drop her a line at:

The Sorceress, 30-32 Farringdon Lane, Priory Court, London EC1R 3AU.

PANIC DIZZY

LABEL:
CODEMASTERS

MEMORY:
48K/128K

TAPE:
£2.99

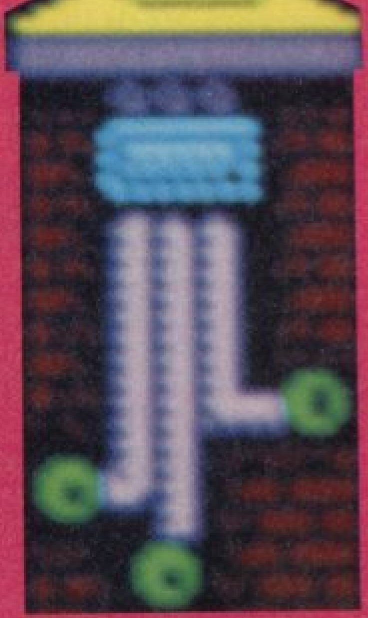
BUDGET

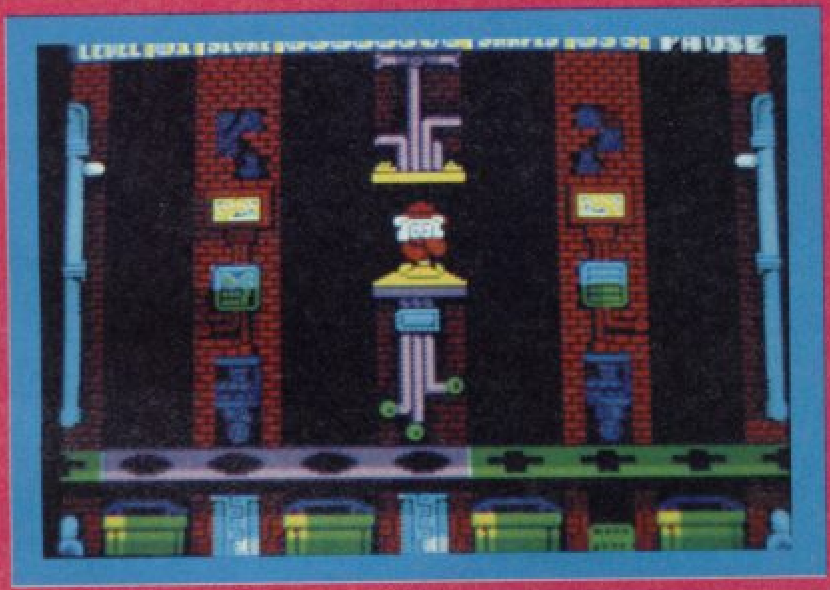
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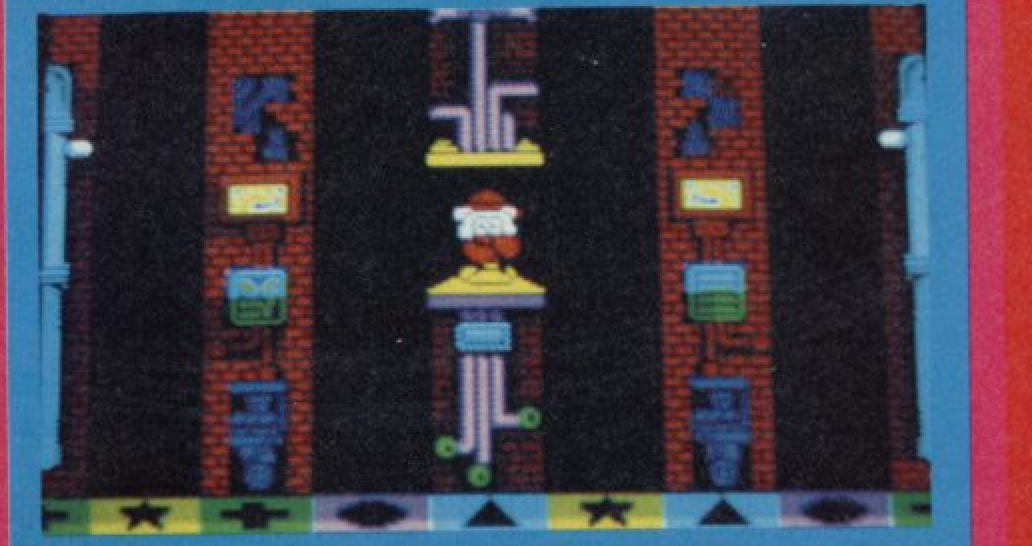
BEST ISU BUDGET

Steve Sez:

Here's a slightly different approach to the 'let's make a puzzle game' - but it does seem to work! The graphics are clean and the basic idea is sound and executed with some style. It's certainly worth the paltry £2.99







scores

GRAPHICS	82
SOUND	72
PLAYABILITY	85
LASTABILITY	80
OVERALL	85%

Garth Sumpter

It all looks rather simple, but in the best traditions of puzzle games.

B U D G E T

GAME
Techno Cop

LABEL:
Kixx

MEMORY:
48K/128K

TAPE:
£2.99

Techno Cop

Techno Cop is NOT Robocop, that's for sure. But for crimebusting toughguys, this isn't a bad exercise in breaking baddies' bad habbits the hard way.

As a combination race and platforms Techno Cop has elements of Chase HQ, Rolling Thunder, and, let's be honest, a dozen other games of the same type. This budget re-release casts you as one of an elite band of Enforcers, armed with a VMAX twin turbo interceptor sports car, a wrist computer, a snare gun and a .88 magnum. Receiving a mission from your comms unit,m you must drive to the capture point, blasting enemy cars like a psychotic traffic warden, in time to catch the criminal and blow away his buddies.

The race section is fair, with smooth scrolling, a good impression of speed and control over the car and a fair deal of excitement as you shoot up the baddies. Extra weapons and gadgets are awarded depending on your speed and bust rate (not size Fnaar!); the platforms section, though, is a bit slow-paced. Thugs inhabit the house, and can be scared off with a single shot or killed with a second; lifts get you from one level to another and help you to find money, hostages, tools and first aid boxes. You have to avoid icing hostages before capturing the master criminal and moving on to your next mission.

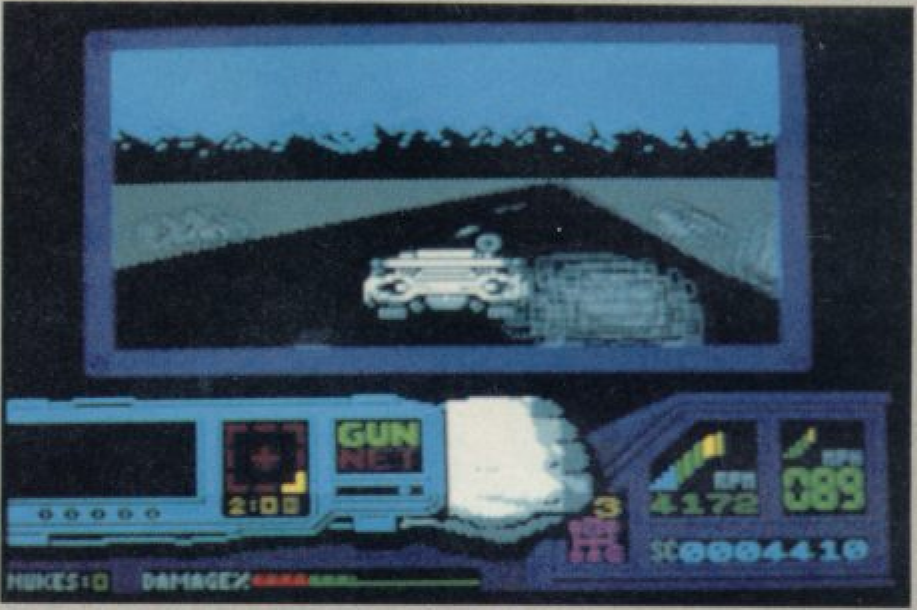
As a full-price title, Techno Cop was a bit repetitive and derivative; as a budget, it will keep you entertained for enough to justify laying out the dosh.

scores

GRAPHICS	72
SOUND	60
PLAYABILITY	70
LASTABILITY	60
OVERALL	72%

Chris Jenkins

Driving, shooting blasting budget entertainment that should keep your pedal to the metal for a good while.



GAME
Super Scramble

LABEL:
Kixx

MEMORY:
48K/128K

TAPE:
£2.99

SUPER SCRAMBLE simulator

There aren't that many motorbike scrambling simulations on the market, so I suppose Super Scramble will appeal to anyone interested in the sport. But is it good enough to fascinate people who think that motorbikes are Raleigh 10 speeds with something as fast as a ferret peddling and can't tell their forks from their mudflaps?

Well, I suppose so. It's rather too difficult to control to get into very quickly; joystick up to turn left, down for right, left for brake, right for accelerate; with fire button depressed, up to change up a gear, down to change down, left to lift rear wheel, right to do a wheelie. It takes ages to master the control system, much longer than it takes to work out how to manoeuvre through the obstacles such as ramps, drops, carelessly abandoned cars and bits of timber.

The coarse is viewed from the side in the main part of the screen, and from the top in a window in the middle of the the screen. The bottom window shows speed, rev counters, gear indicator and timer, and a message window informs you when you have managed to stall the bike, run out of time or whatever.

If you get it into your mind that SSS is not a race, but a slow-paced exercise in manoevreing and gear-changing, you might enjoy this realistic sim. But if you're expecting high-speed thrills, look elsewhere.

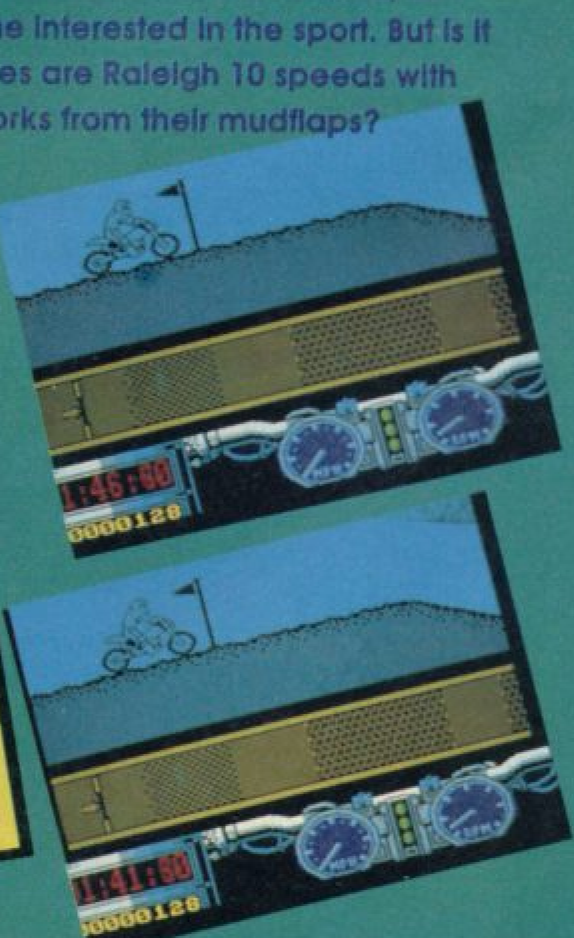


scores

GRAPHICS	76
SOUND	59
PLAYABILITY	60
LASTABILITY	69
OVERALL	68%

Chris Jenkins

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MAY Sinclair User

Proprietors: S.A. and R.A. Beech

Review

LABEL:
Alternative Software
MEMORY:
48K\128k
TAPE:
£2.99

POP FAX

Popeye has been AWOL for fifty years. (Ever seen him on a boat?!).

Brutus has gone by many pseudonyms. In America he's Bluto. Other names include Sonny Boy and Mean Man.

Popeye and Brutus were originally best friends (before Olive reared her (pin)head!).

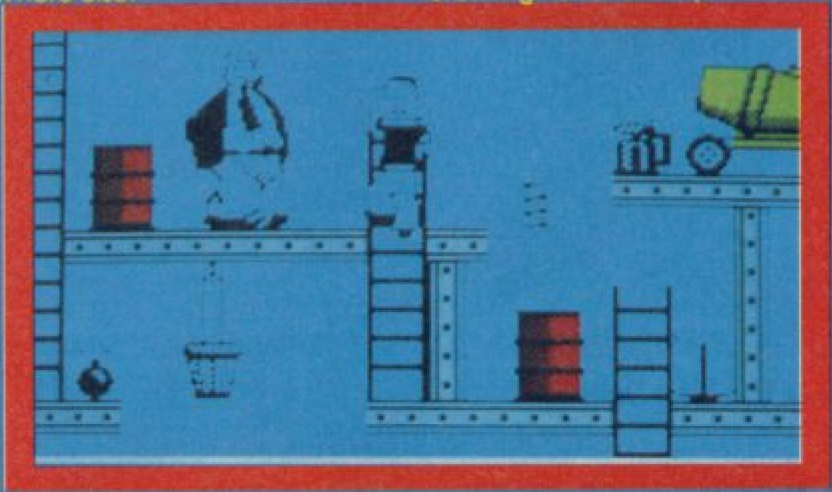
In the movie Popeye, starring Robin Williams and Shelly Duvall, our beloved hero boards a sinking ship; Brutus is running around causing havoc and olive is generally making a mess of things inbetween. The film was rated astonishingly boring for its unfunny scripts and alleged songs by Harry Nilsson. For entertainment you're better off watching the cartoons instead. Or playing the game!

POP

It will probably shock the socks off the die-hard Popeye fans amongst you, but I've never found the antics of the sailor and his chums particularly enthralling, or even funny. The constant shrieking and squeaking of Olive Oyl coupled with out-dated corny story lines puts me firmly on Brutus's side of the fence every time

Basically this is a beefed up Donkey Kong on a building site (etc). The object is to rescue the terminally ugly "Ollive Oyl" (professional goilie!) from the evil clutches of Brutus. But where has the bearded one taken the dumb floosie to comit his dastardly deeds. Why up to the top of a semi-completed tower block of course fool. Where else!

All the cartoon characters are here including Wimpy, the burger guzzling blimp. He's strangely decided to have his lunch six hundred feet up just to keep our hero company. The only trouble is he's forgotten his burgers so you have to go round and collect them for him before he'll let Popeye pass. In the mean time Sweetpea's slowly crawling nonchalantly







There's only one Scooby Doo and as a fan of the original series, I find Scrappy completely superfluous to the comic genius of the Shaggy/Scooby partnership. (Yeah thanks Barry Norman- Phil)



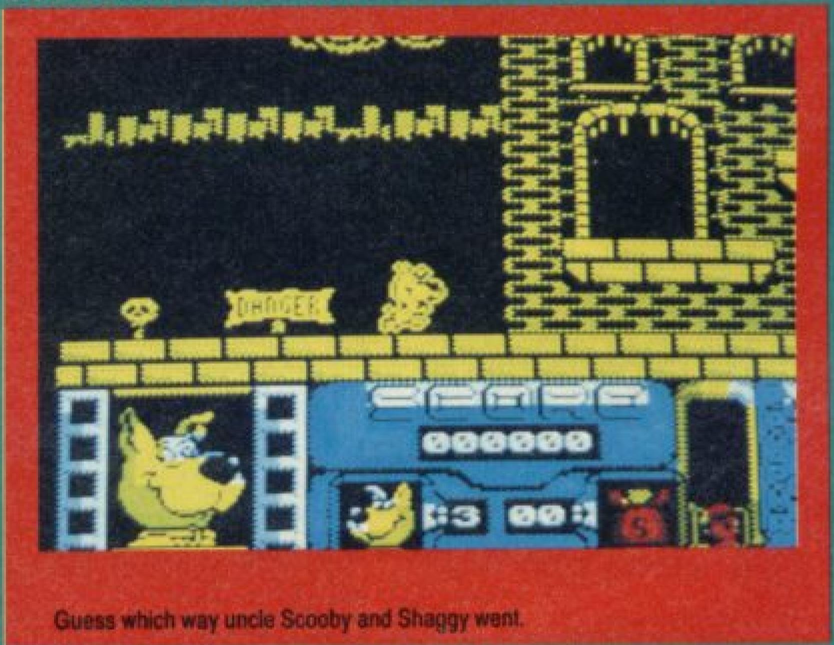
SCOOBY & SCRAPPY DO

Scooby-dooby-ooby-doo! Hi-Tek's latest Hanna/Barbera cartoon-based game is well up to their usual standards, following on from the ace Boss Cat and well-received Yogi Bear titles.

LABEL:
Hi-Tek
MEMORY:
48K/128K
TAPE:
£2.99

SCOOBY FAX

The cast of characters in the original Scooby Doo series of the 70's included Scooby Doo, Shaggy his hippy-like pal, Fred the square-jawed straight guy, Themlma the porky clever girlie and Daphne the curvacous bimbo.



Guess which way uncle Scooby and Shaggy went.



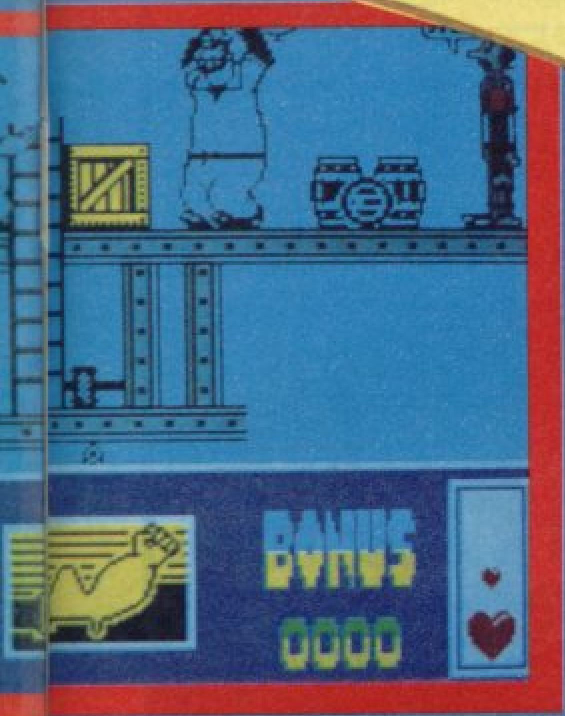
I told you not to open that Fridge. Thinking

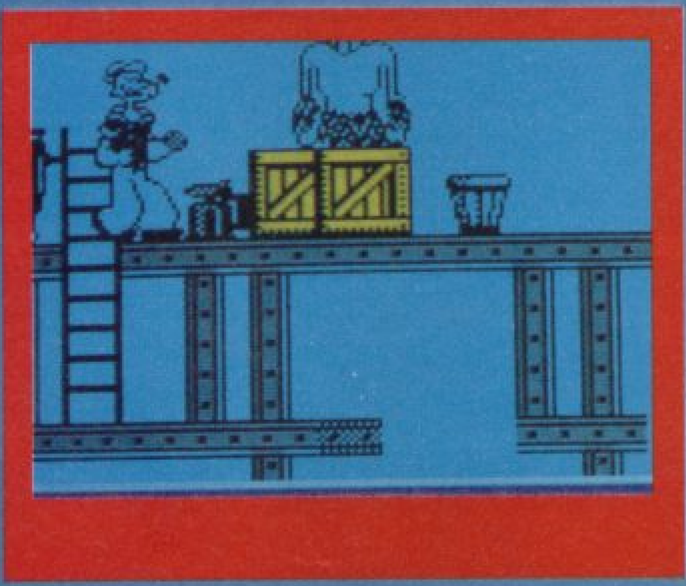
EYE 2

Scores	
GRAPHICS	80
SOUND	56
PLAYABILITY	75
LASTABILITY	77
OVERALL	73%

Steve Keen

Nice sprites do not a good game make. The type of game you get on the cover of Crash! Not bad. Just not great.





towards the edge of the scaffolding. Save him before the unsuspecting passers by are hit by his falling body and covered in semi digested Farlies Rusks! Thinking it can't get worse? Well you've also got to diffuse Brutus's bombs and dodge his barrels in true Donkey Esq style.
The sprites are very well drawn but lack colour. Still they make you come back for more just to see what's in store. Control of Popeye himself is less appealing. Too many times I was flattened by a falling barrel that had suddenly appeared at the top of a screen I was just moving onto or burnt to a frazzle by the mysterious self working blow torch that strips off all body hair with a blink of its pilot light.
Over all it has to be said an uninspiring game with pretty wrapping. This could have made an excellent beat-em-up instead it's an average platform.



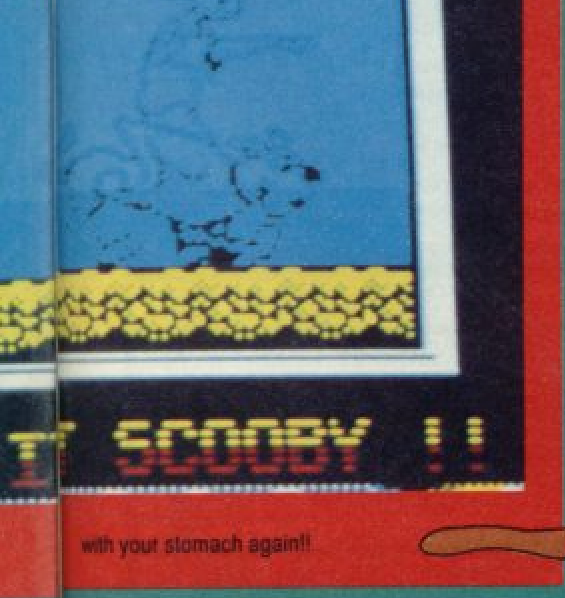


All this bulging muscle and spinach reminds me of a chicken baltinice when you really fancy it, but only good enough for the occassional outing.

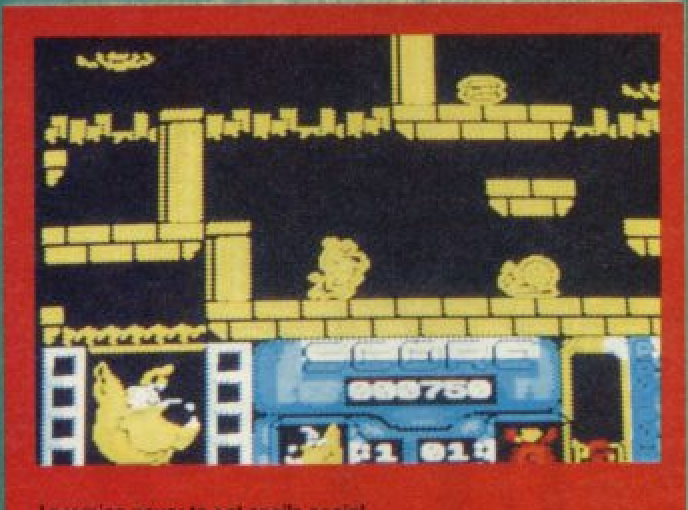
OO

The latest series of Scooby Doo includes Scooby's nephew, Scrappy Doo.

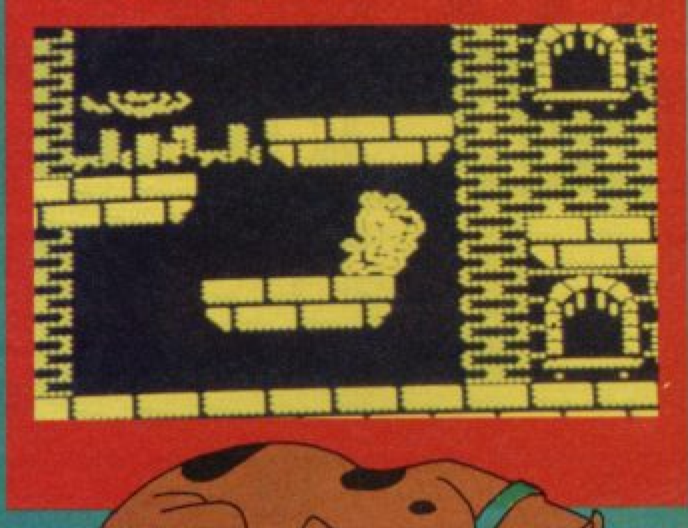
OK, the smaller of the two ghost-busting doggies, Scrappy Doo, was always a pain in the tail - the sort of dog who has you reaching for a sack and looking for the nearest pond. But in this title he's the real hero, racing through a haunted castle to save Scooby and Shaggy from a ghastly fate.



with your stomach again!!



I promise never to eat snails again!





This is a straightforward 2-D platforms game, probably best suited to younger gamers - certainly there isn't much challenge to it once you've mastered the art of jumping Scrappy around the battlements, punching monsters on the nose and avoiding deadly skulls and man-eating flowers.

The mono background graphics are fine and the character sprites and animation decent. Scooby and Scrappy Doo just about earns its Scooby-snacks, but it's not a howling success, especially compared to the old Scooby-Doo title by Gargoyle which hit the shelves a couple of years ago.

Scores	
GRAPHICS	79
SOUND	67
PLAYABILITY	70
LASTABILITY	73
OVERALL	74%

Chris Jenkins

I prefer the cast of the original seris - Scrappy Doo just makes my blood boil!

Review

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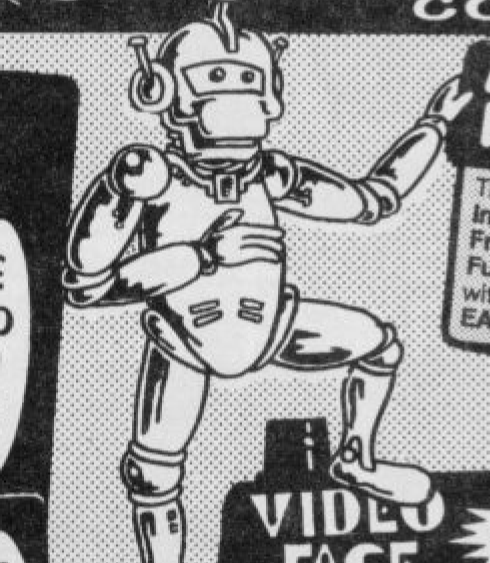
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ISU SILVER

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Aaah! Dwagon twouble! Just soak the wascedwy wetch.

Bigwiz the wizard has left his castle in a hurry. He's even forgotten to pack his magic wand and spell book. But worse than that, much worse, he's left them alone with you, his nephew. Being as inquisitive as an income tax inspector in Arthur Scargil's bank account, you decide that the best course of action to take is to try every spell that your uncle had warned you about. It's here that the fun begins. As you journey through the strange corridors and lands you'll be amazed at what you see. Not just at the landscapes but the sheer size and quality of the game that's been squeezed into your Spectrum. Multi-coloured backdrops dowsed with detail, cute sprites of all descriptions, puzzling game play that will have you scratching your noggin for weeks and a main character sprite with a personality that would strip Jonathan Woss down to his Y-fronts. Not content with all this, CodeMasters have even added some speech!

My one bug bear, and you might have noticed already, is that there's just no point to it all. Dodge the ghosts, extinguish the fire breathing dragons, turn yourself into a fish and solve every problem thrown at you for what? Just for the hell of it I suppose and that's fine by me. This game retails at 2.99 and I'd pay three times as much for it! Anyone lend me a tenner?



Ooops Slightly seems to be in a spot of bother. But don't despare Hubert and Herbert are as deaf as a post and half as clever.



scores

GRAPHICS	90
SOUND	75
PLAYABILITY	89
LASTABILITY	90
OVERALL	89%

Steve Keen

Slightly Magic does what few other games do. It takes a garbage truck full of fun and makes daily deliveries!



SHORT TIPS

You can only carry 2 things at a time so make sure you leave items at strategic places for easy retrieval.

Slightly has excellent sprite detection. Utilize this to get extra close to caddies before zapping them.

Some vital rooms are not easily seen so try every avenue open to you before making that life threatening move!

Remember you must touch the spell book and the wand before you can cast spells.

Review

LABEL:
Code masters

MEMORY:
48K/128K

TAPE:
£2.99

SPOOK FAX

Between the 14th and 17th centuries a witch hunting epidemic swept Europe. Thousands of innocent people were tortured and killed in the name of righteousness.

A Witch Doctor's prime role is to COMBAT witchcraft.

The largest Dragonfly has a wing span of 7 inches, but fossilized remains show them as once being the size of crows and spanning some 27 inches.

BUDGET

QUATTRO FIREPOWER



LABEL:
Code Masters
MEMORY:
48K/128K
TAPE:
£2.99



Garth Sez:
It's just got to be the greatest value for money since the SU Ten Pack Tape. The Codies only release brilliant software every now and then, but Quatro Firepower shows the level of value they're prepared to give. Maybe that's why they're the most successful budget Spectrum label.

Another decent four-title compilation from the Codies, Quattro Firepower doesn't feature any classics, but has enough action to keep you occupied for some time.

Terra Cognita is the least wonderful of the titles; it looks like a decent vertically-scrolling alien shoot-'em-up, but has jerky movements and targets which are barely distinguishable against the mono background.

Mig 29 is an Afterburner-style aerial blast with decent animation, good use of colour and raving speed. Again, it's a bit too frantic to require more than a constant pressure on the fire button, but it's good fun.

The Oliver Twins' Operation Gunship reminds me of an old Broderbund title, where you pilot a helicopter seen from above, destroying a series of enemy emplacement on a chain of islands. Plenty of detail makes this a good blast.

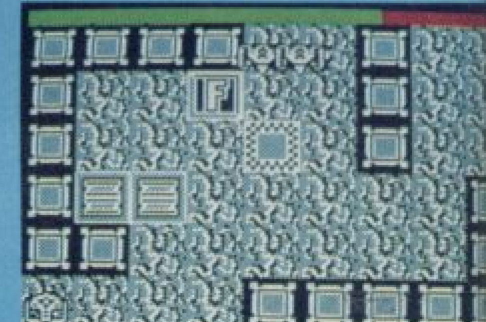
Lastly, 3D Starfighter, another Oliver effort, is a sort of Star Trek variant, featuring a 3-D flight through space followed by a difficult docking manoeuvre with your mothership as you refuel for the next fight against the evil Thargons.

Not a bad selection, then, and at the price, not to be missed.

Quattro Firepower COMPILATION
LABEL: CodeMasters
PRICE: £2.99
OVERALL 75%
Chris Jenkins
What are you waiting for? Get this saucy package NOW and be a real all-American hero cookin' full-tilt boogie for freedom and justice.



Have you got this strange feeling that they don't like us very much!!



Do you think F means that they're friendly

PASSING SHOT

LABEL:
Encore

MEMORY:
48K/128K

TAPE:
£2.99

A good tennis sim is a joy to behold - let's face it, this is the ideal sport to put on a computer. You have one and two-player modes, a minimum of necessary animation, and so long as you get the ball dynamics right, it's difficult to make a hash of it.

Teque's conversion of the Sega coin-op Passing Shot has all the features you would want of a tennis sim - one-player, two-player and doubles mode, joystick control of choice of shot (flat, slice, top spin and lob), and all the features of the game such as aces, double faults, direct returns and so on. The big gimmick, though, is that you have an audience-eye view for the serve, and a top-down view during the rally.

While this could have made Passing Shot a uniquely enjoyable tennis sim, in practice the slight pause and screen blanking between the serve and the volley is so irritating and off-putting that it spoils most of the enjoyment. Not complete balls, then, but hardly ace.

scores

GRAPHICS	79
SOUND	45
PLAYABILITY	70
LASTABILITY	47

OVERALL 60%
Chris Jenkins
Disappointing tennis sim - John McEnroe would have a tantrum with the delay between the audience eye view of the serve and the actual overhead shot.



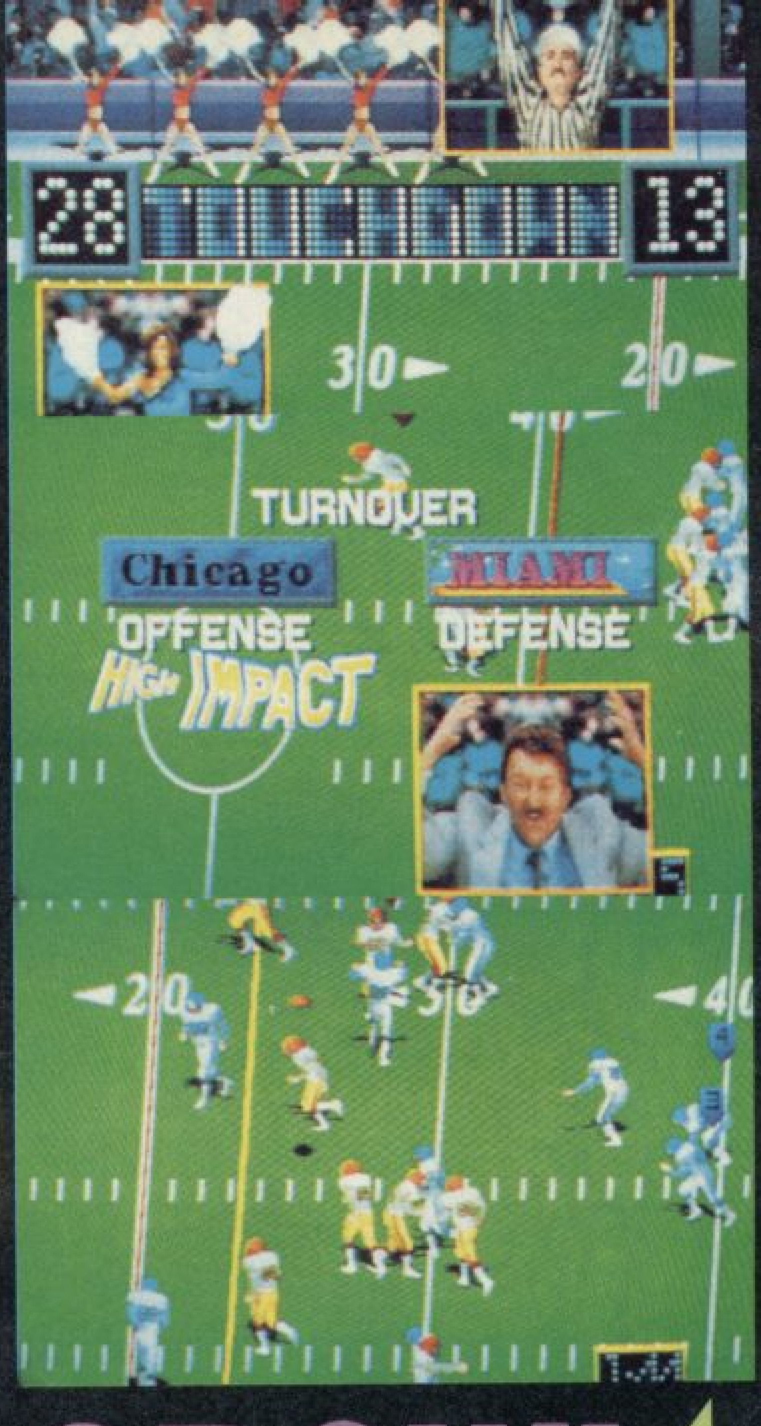
He serves ... its OUT! Aw, come on man, the ball was in you blind idiot!!



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COIN OPS

With Spring in the air, a young man's fancy turns to....well....nipping down the local arcade and zapping some aliens - what else? John Cook reports.



HIGH I
-WILLIAMS

Williams are nearly the guys that started it all, back in the early 80's, with stuff like Robotron and Defender, arguably the best game ever. But in the middle of the decade, they stopped making games and returned to their first love, pinball. Damn good they are at that too.

Lucky for us, 'though, that they still do the odd game, like NARC (OK-ish), Smash TV (brill, but really Robotron II - now not a lot of people know that), Hit the Ice (a little known Ice Hockey game) and now, High Impact.

High Impact? Oddly enough, it's an American Football game - but you'll be pleased to know, it's probably the best yet!

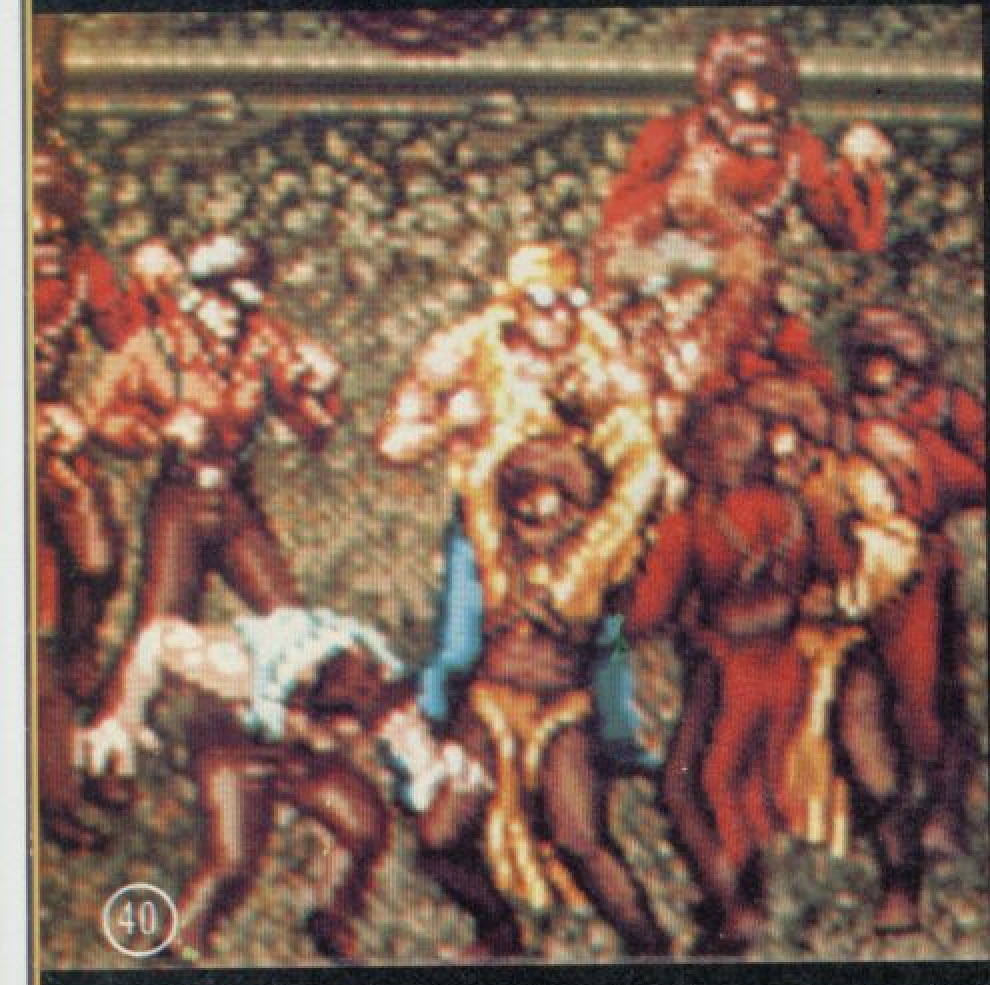
ADDICT F

GROWL
TAITO

This on reminds us of Konami's Turtles Game, being a four player beat 'em up, but where the Green Guys have been replaced with Indiana Jones lookalikes. Hordes of swarthy foreign looking chaps swarm around, while our intrepid heroes deals out death and destruction in various guises.

Not wildly inspiring, but if you fancy creating a scene entitled - Leeds play Baghdad away in the 1923 European Cup - Growl presents4you with an ideal opportunity.

ADDICT FACTOR 73



STRATA



ADDICT F

IMPACT

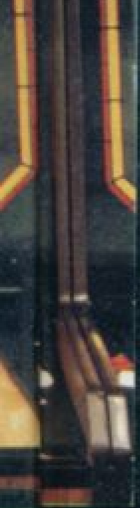
The look of the thing is distinctive, as it uses a lot of digitised sprites and animation sequences and there's great use of sound to add even more to the big stadium atmosphere.

Gameplay wise, it's quite similar to the system used in TV Sports Football, with play selection being made from easy to understand menus - then on to the sideways scrolling playfield to the action itself, with can involve 1-4 players.

It's not the simplest game in the world to pick up, but with a few sessions of Channel 4 American Football under your belt and a few credits in the machine you'll be away. Well recommended for all Football fans, give it a try!

FACTOR 85

BOWLING



The problem with 10-pin bowling is that the bowling balls weigh half a ton and bloody knacker your fingers given half the opportunity. And you're forced to wear a soggy pair of slippers for the duration of your game. Yet, undeniably, it's fun. So how about playing it on vid?

Strata Bowling lets you do this, yet still gives you the tactile satisfaction of fondling something round. To take your go you roll this small ball down the front of the machine and it appears on the screen, doing the biz on the pins. No problem!

Auto scoring too - sound effects, the lot. And no knackered dibs and no squishy socks. I luv it - have a go!

FACTOR 85





RAMPARTS - ATARI GAMES

Atari are a odd company - and not adverse to taking a flyer on weird games, from time to time. This inevitably means that they can pick up real corkers, like Tetris, which no one else wanted to touch even with a sterilised bargepole. There again, they can produce some real dogs, say Eye of the Robot. And sometimes, they get really silly and produce something like Ramparts.

Ramparts is weird. It's one of the strangest combination of different game types ever to hit the arcades - Missile Command meets Tetris meets Defender of the Crown. Odd, eh?

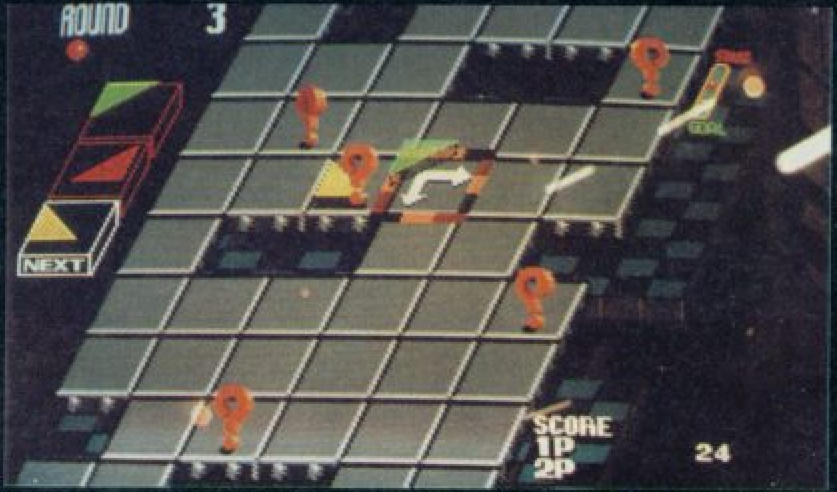
You can play play up to two other human players, or play the computer - either way, the gameplay is quite similar. You start off with this castle and get to place your cannons in it.

Next stage - you can use a trakball to aim and fire your cannons against the enemy's castle walls, knocking them down when you impact.

Cease fire! Next stage, you have 20 seconds or so to use Tetris-like shapes to repair and extend your castle walls. Repair because if you don't have an intact castle wall by the end of the stage, it's game over. Extend because the bigger the floor space of your keep, the more cannons you get. And more cannons mean more firepower and more grief for your opponents. Got it?

Yes it's strange, I don't like it, but there are many others who have already pawned their Grannies to grab the cash to play it loads. Gadzooks!

ADDICT FACTOR 74



ADDICT FACTOR 79

BOREACH - SEGA

Puzzle arcade games - everyone's still trying to emulate the success that saw Tetris leap to the top of the coin-op charts for so long. But no-one's yet managed to do it. Never mind, Sega are still game to try it 'though, this time with the weirdly named Boreach.

With isometric view and vertical scroll, the idea is to guide a red ball along a track of tiles, using barriers that deflect its progress left/right, and up and down the course.

Sounds nancy, but it has its own fascination, particularly as the deflectors you get to use are predetermined and shown on the left of the main display. Plus the fact that the game is made more difficult by the limited view you have of the course.

Fast and furious it is not, but it's got a bit of originality and might make a welcome change between more demanding events.

after Skool

GAME:
Hooray For Henrietta/Henrietta's Book Of Spells/Mix And Match

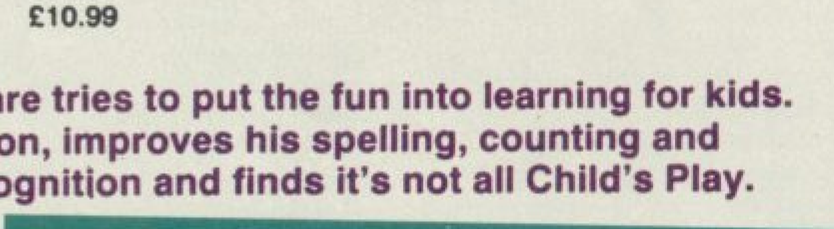
LABEL:
Scetlander

MEMORY:
48128K

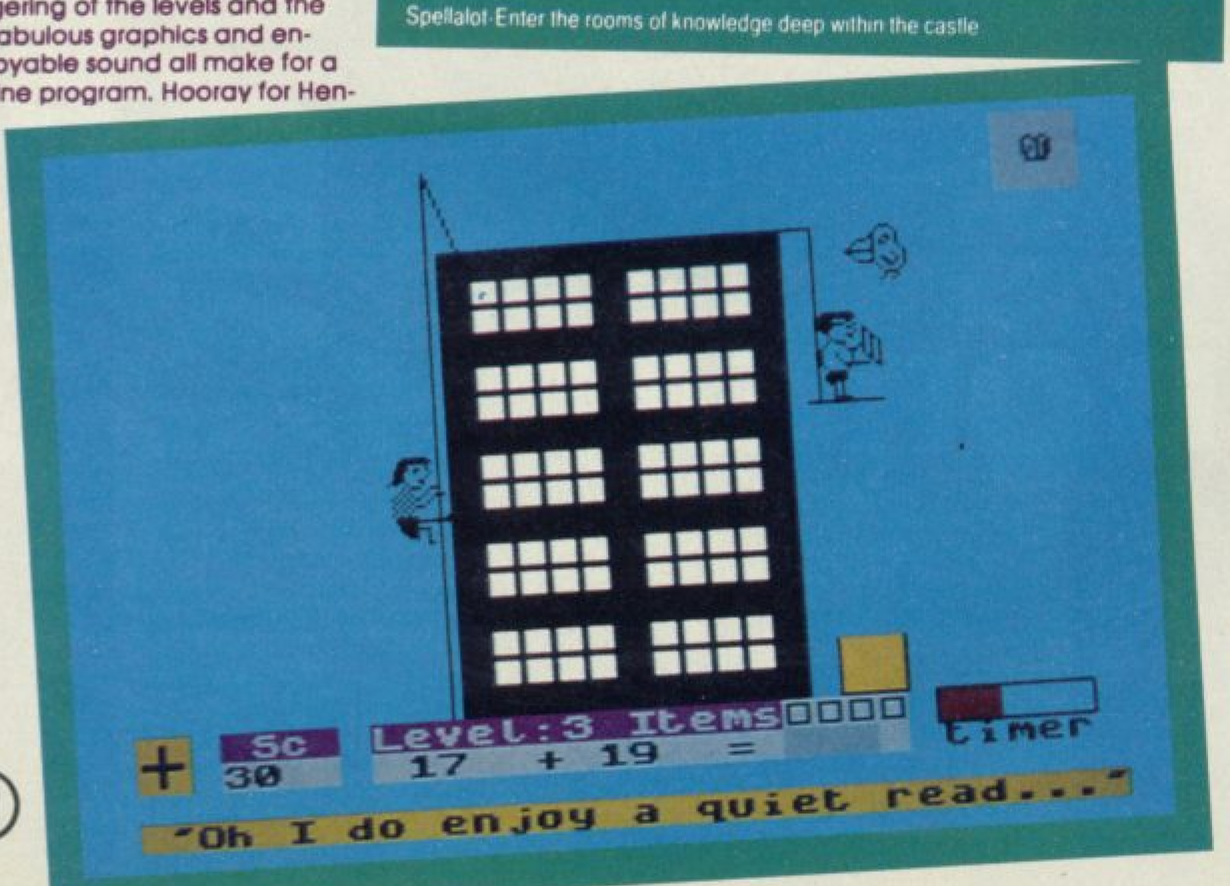
PRICE:
£10.99

Educational software tries to put the fun into learning for kids. Our kid, Ian Watson, improves his spelling, counting and shape and colour recognition and finds it's not all Child's Play.

The first in the closely linked series of three educational programs designed for the basic tutoring of the under fives and upwards, Hooray For Henrietta is a maths program that couples basic addition, subtraction, multiplication and division problems with a storyline that involves a clueless fiancee, various items of clothing and a vat of custard. The four screens also feature a different activity (climbing, rowing, hurdling and demolition) and with 8 levels and seperate questions for 5-8 yr olds and 9-12 yr olds you can't really go wrong. A lot of thought seems to have gone into the staggering of the levels and the fabulous graphics and enjoyable sound all make for a fine program. Hooray for Henrietta! Next up is Henrietta's Book Of Spells, in which Henrietta has to brave a wicked witch, find some magic letters, turn her hapless husband back into a human xxandxx tackle some word games. Bilmey! There are five games in all (complete the word, unscramble the word, remember the word flashed on the screen, hangman and crack the code) and two skill levels (7-10 yr olds and 11-14). Other features include a variable word length, a range of libraries, and a high score table. My only grumble about this and HFH is that the keyboard seems to be fairly sluggish, something that's sure to upset an unconfident child, and both programs' tendancy to crash if left for even a short time - most annoying! Otherwise a fine effort. Lastly there's Mix And Match, a program for the

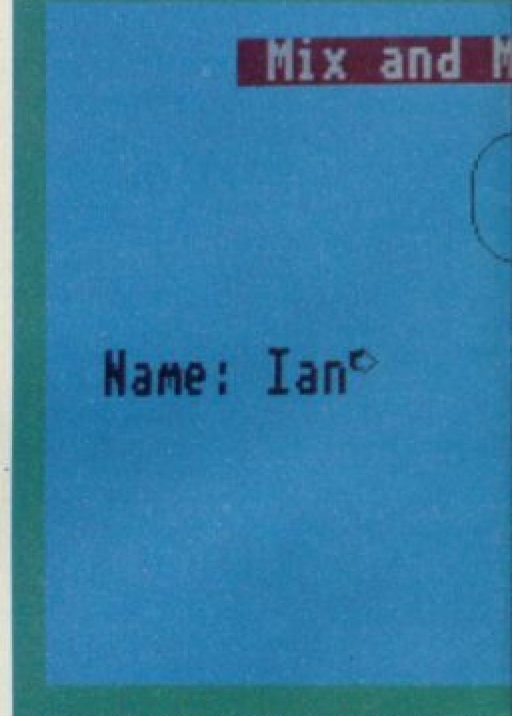


Spellalot-Enter the rooms of knowledge deep within the castle





Castle Spellalot-



Miix and Match-A perfect way to test your kiddies



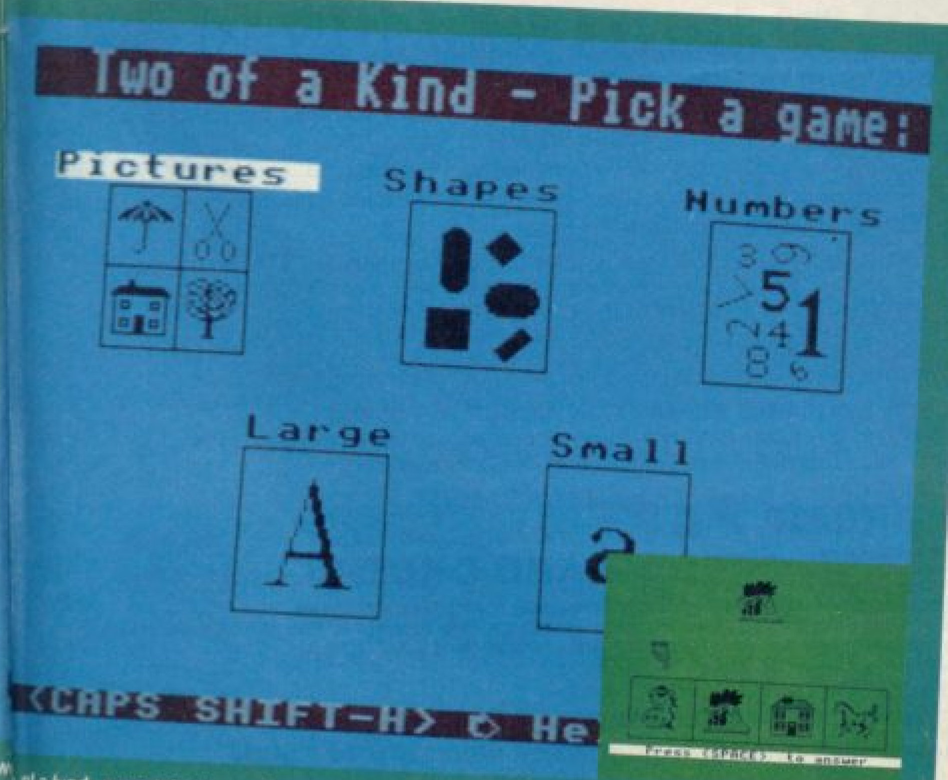
...owers the drawbridge of fun educational learning for young children and the BIG kid Spectrum owners



...knowledge with not one mutant Ninja turtle in sight

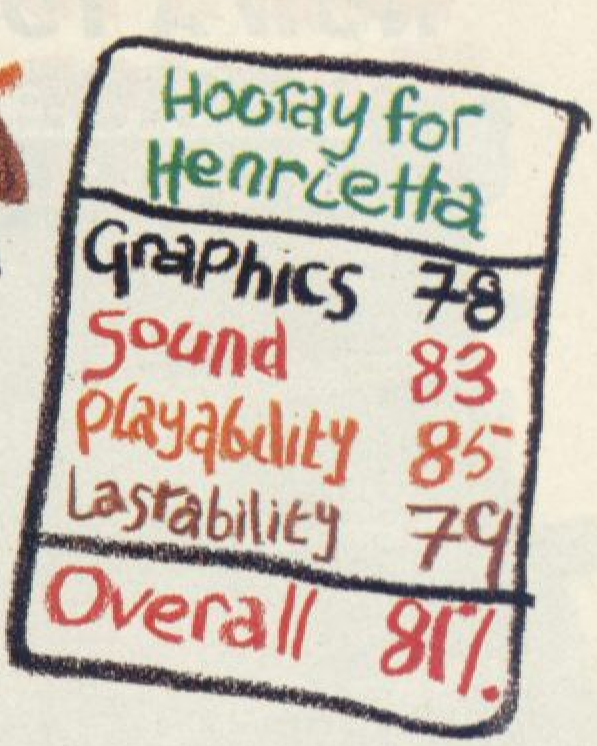
under fives that helps to develop recognition, discrimination and memory skills with games such as Two Of A Kind, Odd Man Out and Forget Me Not, where using the space bar the child has to pick the relevant symbol. There are five different types of symbols to choose from (pictures, shapes, numbers, small case letter and large case letters) and dispite the lack of any discernable storyline the program should prove to be more than enticing. The only down point is that the Spectrum version does not include a progress recorder, switch facility, clock and calander and results monitoring service. But it does come with a rather fine glossy badge, as do all the games. And if that doesn't entice you to buy the games nothing will. Kids eh? Who'd have 'em!?!

IAN WATSON



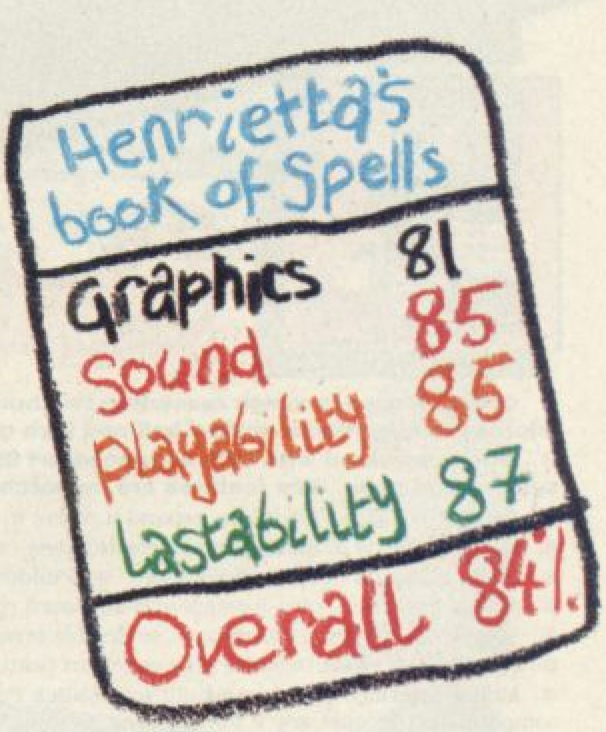
...of a kind- unmatched, a perfect picture of fun learning and education for kids. Better than school!





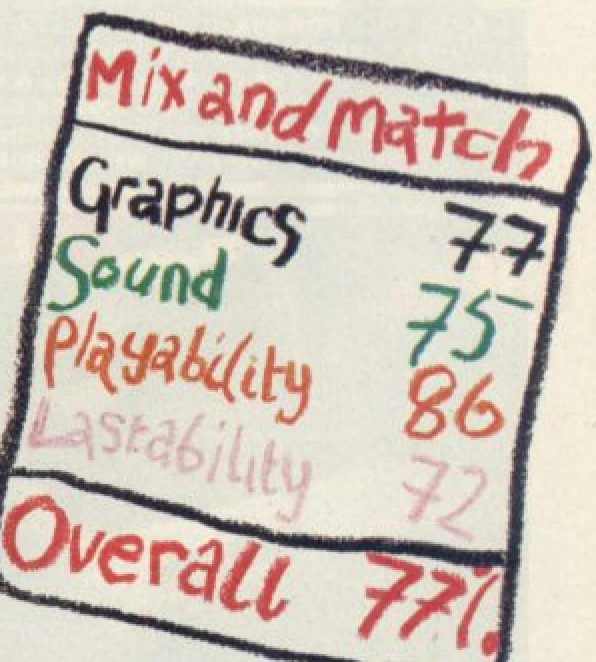
A great way to brush up on the old funny numbers, Hooray For Henrietta is both entertaining and educational. Who'd ever have thought maths would be enjoyable??





A fine set of word games that's challenging even on the lower levels. Guarenteed to improve the wordskills of even the most word-shy child.





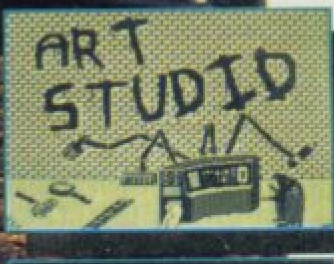
With its bright colours and bold symbols Mix And Match should easily keep the attentions of a young child and help to improve it's vital pre-reading skills.

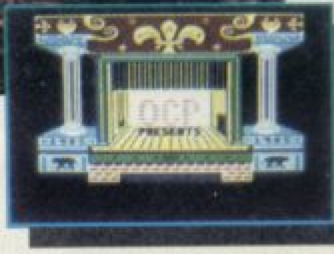
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SPEC GENI MSE 2

comics

Comics (or Comix, to give them the correct spelling). There are thousands of them - some colourful and professional, some printed on re-cycled toilet paper, all of them much more fun than watching an episode of Newsnight. But which should you, the educated reader, be looking out for?

plan 9 from outer space

(thirty tears later) - monthly - 150p - eternity - specialist dealers.



Strip sequel to Edward D Wood's "worst movie of all time", Plan 9 certainly keeps up the tradition with dreadful b&w artwork and corny plots. But it's all good fun for film freaks!

toxic-

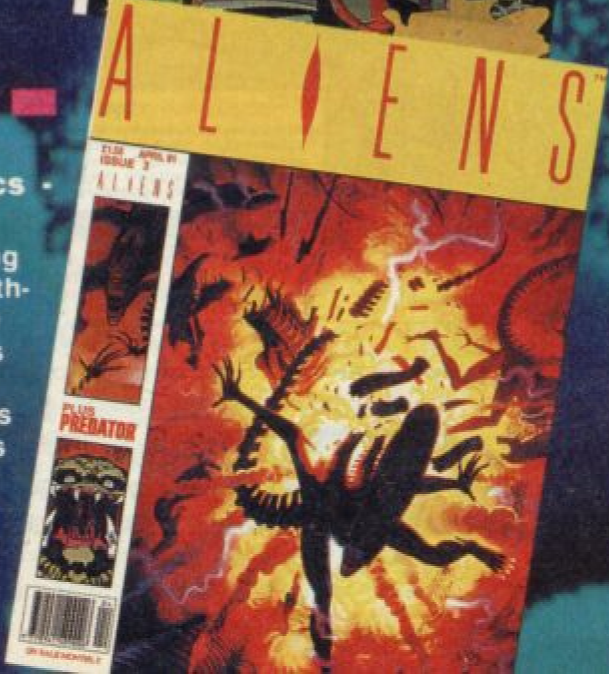
weekly - 99p - apocalypse ltd at newsagents.



A massive 36 (count 'em) pages, all colour, of violent, pukey "adult" strips featuring hero-killer Marshal Law, cool assassin Accident Man, loopy 'tec Bogie and others. Shooting for the adult end of the 2000 AD market, it's up against stiff competition, but check it out if you have a strong stomach.

aliens-

monthly - 150p trident comics - at newsagents.



52 pages, mostly colour, reprinting three strips from American monthlies; Aliens, continuing the struggle against the monstrous space-killers from the movies; Predator, serialising the movie Predator 2; and Aliens Vs Predator, terrific new adventures (soon to be filmed?). Good value!

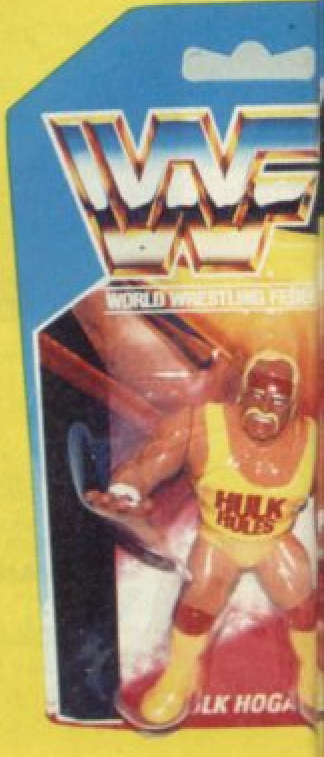
CHE
O - U

toys



wwf fig

If you're a fan of WWF American wrestling, shown on satellite TV, then (a) you need your brain looked at, and (b) you really need to collect Hasbro's WWF action figurines. At £4.99 from Beatties and other toy-



ECK
U . T

monster in my pocket

These little monsters will really drive you crazy! Matchbox's Monsters In My Pocket are small (3cm) colourful models of the 48 most horrible monsters ever; werewolf, griffin, manticore, vampire, harpy and many others. Each has a points value so you can stage monster wars - but you have to collect them all quickly, 'cos when Series 2 is issued, series 1 gets discontinued! Skilful marketing there - Monsters In My Pocket cost £4.99 for 12 or £1.99 for 4, and they're in all good toyshops now. Did I ever tell you about the monster in my trousers? (Not now, Jenkins - Garth)

gurines

shops, the series of 6-inch figures features Hulk Hogan, Randy Savage, the Ultimate Warrior, Ted Dibiase and many others - and each has his own action move, such as Hulk's Gorilla Press Slam!



books







red drawf - better than life

Sequel to Red Dwarf - Infinity Welcomes Careful Drivers, the book of the TV series, Rob Grant and Doug Naylor's comedy of spacewrecked scuzzball Lister, holographic Rimmer, demented mechanoid Kryten and the well-dressed Cat falls into the category of a homage to Hitchhiker's Guide. But it's a laff! £3.99 from Penguin.

paper tiger portfolios

More spiffy sci-fi art portfolios from Paper Tiger, each featuring almost 30 full-colour plates of massive 420.290mm artwork; Rodney Matthews, featuring the gnomes, exotic beasts and alien barbarians of the famous Lord of the Rings illustrator; Bruce Pennington, with the delicate artwork of the prolific paperback cover artist; and Chris Foss, whose magnificent spaceships, ruined cities and strange machines need no introduction. All three portfolios cost £9.99 from good bookshops and specialist dealers.

taltos the assassin

Massive (600-page) collection of fantasy novellas about trainee assassin Vlad Taltos and his poisonous reptile Jhereg, featuring duels to the death, revolutions and witchcraft. Author Steven Brust writes smart-ass dialogue but knows how to keep the yarn a-spinning. £6.99 from Pan.

demon blues

Because Terry Pratchett can only write so many Discworld books, everyone's trying to jump on the comedy-fantasy bandwagon! Esther Fiesner's Demon Blues (sequel to Here Be Demons) is a rip-snorting yarn of teenage rebellion, demonic possession and time-travel. £3.99 from Orbit.

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